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-* Verbatim Offers NEW Recordable Cds! *-
-* Borland Ships dBASE for Windows! *-
-* World's Fastest Modem Debuts! *-

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> From the Editor's Desk "Saying it like it is!"

There's not too much to talk about this week because of summer vacations, going fishin' or any number of other wonderous outdoor activities that simply "must come first". In any case, The Boston MAC Show produced a good deal of info that'll keep you reading and of course, the PC world is literally booming. Enjoy our humble offering.

Ralph....

STReport's Staff DEDICATED TO SERVING YOU!

Publisher -Editor
"*****"
Ralph F. Mariano

Lloyd E. Pulley, Editor, Current Affairs

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> CPU STATUS REPORT

LATE BREAKING INDUSTRY-WIDE NEWS

IBM/POWER-PC/PC SECTION (I)

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Computer Products Update - CPU Report

Weekly Happenings in the Computer World

Issue #33

Compiled by: Lloyd E. Pulley, Sr.

***** General Computer News *****

** AST Unveils New Machines **

New personal computers in the Bravo value line and the Premmia high performance desktop line have been unveiled by AST Research Inc.

Reports say a fully configured Premmia MX 4/100t (486DX4) with 8MB RAM, 256KB cache, 420MB hard drive and a CD-ROM drive has an estimated sales price of \$3,000. Meanwhile, the Bravo MS 4/66d with 8MB of memory, 420MB hard drive, 1MB video RAM and a dual-speed CD-ROM has an estimated sales price of \$2,300.

AST says the Bravo MS and the Premmia MX systems will be available through AST resellers starting this month.

** Fujitsu to Enter U.S. Multimedia **

With a new software and services division, Japan's Fujitsu Ltd. is seeking to enter the U.S. interactive multimedia market early next year.

Called "Cultural Technologies," the new division has purchased for undisclosed terms the worldwide rights to a telecommunications-based interactive entertainment technology from LucasArts Entertainment Co.

** CD-ROM Market Set to Soar **

The number of multimedia - capable PCs with CD-ROM drives will rise by about 10 million to more than 17 million by the end of 1995, according to a new study from SIMBA Information Inc.

The study notes that Microsoft's Multimedia PC (MPC) will be the dominant multimedia platform, accounting for nearly two-thirds of all multimedia PCs. Macintosh systems, with 32% of the market, will account for most of the other third.

Besides computers, the 1.4 million CD-ROM-equipped videogame machines in play at the close of 1993 will more than triple to 4.9 million by the end of 1995, according to the study.

** Gateway Enhances Pentium Models **

Gateway 2000 says it has enhanced the value of its standard Pentium PC packages by as much as \$333 without raising prices. The direct market PC manufacturer reports that most of its systems now include high-performance multimedia kits and larger-capacity IDE hard drives.

** World's Fastest Modem Makes Debut **

AT&T Paradyne has introduced what it claims is the world's fastest modem, with capabilities of transmitting nearly 6,000 more words per

minute than the next quickest modem.

Reports say the faster speed of the new 33,600 bits-per-second modems is ideal for medical image transfers, online information access, remote LAN interconnects and innovative video applications, such as video-phones, desktop video conferencing and remote security surveillance.

The new 33,600 bps speed will be available in the fall on AT&T Paradyne's COMSPHERE 3800 Plus and COMSPHERE 3900 modems. In addition, customers will be able to have the 33,600 bps speed, as well as other new features, remotely added to the modems via software downloads over the telephone line.

**** Microsoft in Kids Software Deal ****

Microsoft Corp. says it has signed a development and publishing agreement with the Children's Television Workshop (CTW), the company that created Sesame Street.

The agreement calls for CTW to develop and Microsoft to market software that combines characters and stories from CTW's Ghostwriter television series with the creative tools provided by Microsoft's Creative Writer product.

Ghostwriter fans will be able to crack their first computer case this fall when The Case of the Blue Makva arrives on dealer's shelves. Microsoft notes that the software will let kids use Creative Writer tools to solve the mystery, uncovering secret codes and collecting clues and evidence in a casebook.

The Case of the Blue Makva is scheduled to become available in November for for approximately \$19.95.

**** Franklin to Offer Puzzle E-Book ****

Franklin Electronic Publishers Inc. says it has signed an agreement with Dell Magazines, a major publisher of word puzzles, to produce a pocket-sized electronic book featuring 500 crossword puzzles.

Franklin reports that the handheld unit will offer instant access to crossword puzzles for a range of skill levels -- easy, medium, hard, expert and champion. It will also contain hints to help players find the right word.

Dell, a division of Bantam Doubleday Dell Magazines, has been publishing crossword puzzles for more than 60 years. The company sells more than 17 million puzzle magazines annually, with retail sales of over \$30 million. It has no corporate relationship with Dell Computer.

**** New Sharp Wizard Makes Debut ****

Sharp Electronics Corp. has introduced the new Wizard Pocket Communicator, a pen-based, touch-screen personal information organizer.

Reports say the OZ-9520FX comes complete with a CE-FM4 Fax/Modem, which allows users to create and send faxes, transmit and receive modem messages and files and connect to online services through any standard

RJ-11 phone jack. The built-in modem software also allows users to communicate with remote computers, including mainframes and online information services. It provides both ASCII TTY and VT100 emulations.

The OZ-9520 Wizard, with 512K of internal memory, measures 6.1 by 3.8 by 0.9 inches and weighs just 10.5 ounces with batteries. Two conventional AAA batteries power it for 70 hours, or about two months of normal use.

Retail cost is \$179.99.

**** Borland Ships dBASE for Windows ****

Starting this week, the long-awaited new dBASE for Windows database software is being shipped by Borland International Inc. The product was launched in late June at the PC Expo trade show.

Borland also is set to announce a new version of its Paradox software called Paradox 5.0 for Windows.

**** Ziff-Davis Ends Compute Magazine ****

Assets of Compute magazine, including its list of subscribers, have been acquired by the Ziff-Davis Consumer Media Group, which, says the 15 year old publication, will cease after its September issue.

Ziff says Compute subscribers will be offered the option of subscribing to Z-D's Computer Life or FamilyPC magazines.

**** Interactive Users Above Average ****

Dataquest reports that home interactive multimedia consumers in seven of the largest U.S. interactive television test sites are well above the national average in terms of income, education, and technical orientation.

The market researcher adds that the test market customers also own more computers and cable TV subscriptions than average consumers.

**** Software Sales Up 11.1% ****

North American application software sales were up 11.1% in the first quarter of this year, compared with the same period in 1993. The quarterly sales reached \$1.49 billion, according to the Software Publisher Association.

Windows applications sales led the pack, rising 42.9% in the quarter, to \$898 million. DOS applications, while still the second largest source of sales, declined 32.3% to \$318 million. Apple Macintosh applications totalled \$259 million, up 17% from a year ago.

Further analyzing the sales, SPA said:

-:- The best sellers were word processors, up 23.5% to \$225.6 million and spreadsheets, up 5.9% to \$216.8 million.

-- Database sales were off 65.8% to \$47.6 million from a very strong product-launch period a year ago.

-- Business-related software still outsells all other categories, but home applications sales are growing fastest. Home education software sales rose 127% to \$89.4 million and entertainment software sales climbed 57% to \$81.3 million for the quarter.

**** Dell Launching Latitude Laptops ****

Featuring battery systems that last five to 17 hours, the new Latitude laptops for consumers and businesses are being launched this week by Dell Computer Corp. These are the first products of Dell's own design in more than a year.

The units feature 9.5-inch screens and a trackball pointing device located below the keyboard. Prices range from \$1,400 to more than \$5,000 depending on the kind of microprocessor, amount of memory, size of hard drive and whether the screen is color or monochrome.

**** Lotus Readies New Products ****

Lotus Development Corp. reports that it has begun manufacturing Lotus 1-2-3 Release 5 for Windows, Approach 3.0 for Windows, Lotus Ami Pro Release 3.1 for Windows, Freelance Graphics Release 2.1 for Windows, Lotus Ami Pro Release 3.0b for OS/2 and 1-2-3 Release 4 for DOS.

The software publisher says the new products will be available in U.S. retail stores by mid- August. SmartSuite 3.0 for Windows, the company's integrated desktop suite product that includes Windows versions of 1-2-3, Ami Pro, Freelance Graphics, Approach, Organizer and ScreenCam is expected to ship in late August in the U.S.

Lotus has also announced introductory promotions for the Ami Pro and Approach products. All versions of both applications will be offered at \$129 through Dec. 31. Customers in the United States who purchase Ami Pro 3.1 for Windows before Sept. 30, will receive a \$30 rebate coupon that can be redeemed 60 days after purchase, bringing the effective price to \$99.

**** Crayola CD-ROMs Released ****

Software publisher Micrografx Inc. and crayon maker Binney & Smith are now offering CD-ROM versions of their Crayola Amazing Art Adventure and Crayola Art Studio programs.

The products are the first in a line of home software titles planned by Micrografx and Binney & Smith.

The CD-ROMs feature the same creative activities, games and crafts found in the diskette versions, plus additional video, animation and sounds. The discs include a video tour through the Binney & Smith plant in Easton, Pennsylvania.

The programs will be sold through software retailers as well as mass market outlets. The products' estimated shelf prices will range from \$34 to \$49, depending on location.

The products are immediately available in Windows format. Macintosh versions are planned for release before year's end.

**** House Bills Now on the Internet ****

The U.S. House of Representatives will make legislation accessible to constituents over the Internet, a month after U.S. Rep. Dick Zimmer (R-N.J.) introduced legislation calling on House leaders to make the service available to the public.

The congressional "Text of Legislation service" is now available on-line free of charge, according to House Information Systems, which runs the service.

**** Compaq Finds, Fixes Elite Defects ****

A defective part discovered in its flagship line of notebook computers caused Compaq Computer Corp. to halt production on three models for one week last month. However, manufacturing resumed 11 days ago, the company says.

The PCMCIA (Personal Computer Memory Card Industry Association) controller card was performing more slowly than product specifications advertised, slowing communication transmissions, Compaq spokeswoman Yvonne Donaldson said.

She said the company "found a couple of issues," but only a "small number of units were affected," adding an internal manufacturing audit had discovered the flaw.

Compaq had been manufacturing its new Elite notebook line for 3-4 weeks when the problem was discovered in three of the line's five models during mid-July. The three models affected were the LTE Elite 4/50 CX Model 340, the 4/75 CX Model 340 and the 4/75 CX Model 510.

Donaldson said Compaq intends to repair or replace "LTE Elite" units sold since they first shipped in mid-June, that as soon as the problem was discovered, the company began contacting customers, offering to dispatch technicians to replace the defective parts on site or to repair the units via a mail-in program with a turnaround time of five to seven days.

**** Holographic Data Storage Studied ****

Stanford University engineers say they have developed a way to digitally encode text, sound and pictures into a three-dimensional framework, which may lead to holographic data storage technology.

Writing in the journal Science, the scientists say the new system can store information on the full thickness of non-moving wafer (as opposed to current disk technology, which stores data on a single layer measured in microns on the top of a rotating disk).

Reports say the stationary wafers could store 1,000 times more information than current disks.

reduces the amount of connect time spent on-line with CompuServe. This means big savings for the CompuServe user. Feedback from users indicates a substantial reduction in connect time of between 45% and 75% per day, while actually yielding more information.

NavCIS makes the actual process of using CompuServe much easier since the CompuServe paradigm is shifted in the mind of the user from that of a poorly defined geographical realm into a task oriented environment. For example, instead of having to know how to go to a specific forum, and a specific library in order to download a specific file, a user simply "picks" the desired filename from a list (called a "catalog") while off-line, then NavCIS logs onto CompuServe, performs the specified task, and logs off.

NavCIS includes a host of features which makes using CompuServe easier and more efficient: a built in spell checker, a viewer for GIF, JPG and BMP graphic files, a graphical thread viewer that simplifies viewing conversational threads in natural organic order. Font control so a user can use bold and italics along with Arial , Times Roman, Courier, WingDings and System fonts to add even more personality.

NavCIS is available for free from the DVORAK forum, library 1. The 30-day demo version, called NavCIS TE, is a fully functional version that works for 30 days. After 30 days it stops going on-line, but does not destroy any collected data. An in-depth overview is also available in Library 1, called DVORAK.EXE.

NavCIS is available in both Windows, and DOS GUI (graphical user interface) versions. The Windows version requires version 3.1 of Windows (and is compatible with Windows/NT), or higher running in enhanced mode. The DOS version requires at least 2mb of RAM, and an EGA or better monitor. A mouse is recommended.

Contact info: Mike Ceranski, Pres.
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Editor's Note; Next week... look for a complete review/overview of NavCIS version 1.25.

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> ATI & QEMM STR FOCUS!
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ATI Video Cards & Quarterdeck Products
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OVERVIEW

The ATI product line includes a number of video cards, including the VGAWONDER, the VGAWONDER+, the VGAWONDER XL24, the ATI Graphics ULTRA, the ATI GRAPHICS ULTRA+, and the ATI GRAPHICS ULTRA PRO. These have been tested with Quarterdeck's QEMM, DESQview, and DESQview/X products. The following notes are intended to help with any potential conflicts; they are intended neither to endorse nor disparage the products of either company.

RESOLVING VIDEO CONFLICTS WITH QEMM

Q: How do I resolve conflicts with the ATI INSTALL program?

A: 1) Some versions of ATI's INSTALL have been known to hang on exit if the range from B000-B7FF is being used as High RAM; this is QEMM's default behavior unless X=B000-B7FF appears on the QEMM386.SYS line in the CONFIG.SYS file:

DEVICE=C:\QEMM\QEMM386.SYS RAM <other parameters> X=B000-B7FF
Adding this parameter, however, reduces your available High RAM by 32K. Therefore, Quarterdeck and ATI recommend very strongly that instead of using this EXCLUDE, you simply boot your system with a minimal number of programs loading. This is discussed in the next step.

2) If you are having problems running ATI's INSTALL (either at startup or on exit), it is worthwhile to boot with a clean system configuration. This ensures that nothing in the CONFIG.SYS or AUTOEXEC.BAT files is coming into conflict with ATI's INSTALL program.

To boot with a clean system:

If you are using MS-DOS 6 or later:

Reboot the machine, and hold down the <F5> key after you see the message "Starting MS-DOS". Run the ATI INSTALL program, make the necessary changes to your configuration, exit the INSTALL program, and reboot your system without holding down any keys.

Please note that if you are using any disk compression programs that require a driver to function, or your hard drive requires a driver to be loaded, then you should use the <F8> key instead of the <F5> key; this will allow you to load ONLY those drivers required to boot.

If you are using any other version of DOS:

Rename your CONFIG.SYS file to C.SYS. Rename your AUTOEXEC.BAT file to AE.BAT. Reboot your system. Run the ATI INSTALL program, make the necessary changes to your configuration, and exit the INSTALL program. Change to the root directory, rename C.SYS to CONFIG.SYS, rename AE.BAT to AUTOEXEC.BAT, and reboot your system.

Please note that if you are using any disk compression programs that require a driver to function, or your hard drive requires a driver to be loaded, then you should NOT rename the AUTOEXEC.BAT and CONFIG.SYS files, but instead place a "REM " (no quotes) in front of every line in these files EXCEPT those required to boot the machine.

Q: How should I configure QEMM to avoid conflicts with ATI graphics cards?

A: 1) If you are using an ATI GRAPHICS ULTRA PRO or GRAPHICS ULTRA+ with Microsoft Windows on an ISA system that has more than 12MB installed, you may find that you are unable to set the Memory Aperture feature. In this case, the video card will attempt to set up a memory aperture using the 128K of address space between A000-BFFF. This will conflict with QEMM's default behavior, which is to map High RAM to the addresses normally used by monochrome video adapters (B000-B7FF). On ISA systems with a GRAPHICS ULTRA PRO or GRAPHICS ULTRA+ and 12MB or more of memory installed, add the X=B000-B7FF parameter to the QEMM386.SYS line in the CONFIG.SYS file:

```
DEVICE=C:\QEMM\QEMM386.SYS RAM <other parameters> X=B000-B7FF
```

- 2) If you have both a Hercules-compatible monochrome display and a color monitor and your computer is setup up to start in VGA mode, add the X=B000-B7FF parameter to the QEMM386.SYS line in the CONFIG.SYS file, exactly as shown in item (1) above.
- 3) VIDRAM, a part of the QEMM package, adds extra memory to DOS by using the address space normally used by EGA/VGA graphics. Note that VIDRAM disables graphics use while it is ON, but can increase conventional memory up to 736K. Typing VIDRAM ON results in a blank screen on some ROM revisions of the ATI VGAWONDER series. If this occurs, try using VIDRAM ON EMS instead.

Q: What should I do to troubleshoot ATI video conflicts with QEMM?

A: The following troubleshooting techniques should help to resolve any video conflicts. Please take the time to note the results of the steps below.

- 1) If Microsoft Windows fails to start properly on any of the VGAWONDER series of video cards or on any card in the ATI ULTRA family and you are using QEMM's Stealth feature, try placing the Page Frame over the video ROM. Do this by adding the FRAME=C000 parameter to the QEMM386.SYS line in the CONFIG.SYS file:

```
DEVICE=C:\QEMM\QEMM386.SYS RAM <other parameters> ST:M FRAME=C000
```

- 2) If Microsoft Windows still fails to start properly and you are using a card in the ATI Graphics ULTRA family, try step (2) above. If the conflict still occurs, try EXCLUDEing the first 4K of the video ROM. Do this by adding the X=C000-C0FF parameter to the QEMM386.SYS line in the CONFIG.SYS file:

```
DEVICE=C:\QEMM\QEMM386.SYS RAM <other parameters> ST:M X=C000-C0FF
```

- 3) If Microsoft Windows still fails to start properly after trying steps 1 & 2 above, you should prevent the video ROM from being Stealthed. Do this by adding the XST=C000 parameter to the QEMM386.SYS line in the CONFIG.SYS file:

```
DEVICE=C:\QEMM\QEMM386.SYS RAM <other parameters> ST:M XST=C000
```

- 4) If you have tried steps 1, 2, and 3 and Microsoft Windows still fails to start properly, your problem is not likely to be a video conflict. In this case, obtain the following Quarterdeck Technical Bulletins from one of the sources listed at the end of this document:

```
#207 Windows 3.X and QEMM Advanced Troubleshooting (WINFLOW.TEC)
#241 QEMM Version 7: General Troubleshooting (TROUBLE.TEC)
#242 Windows 3.1 and Quarterdeck Products (WIN31.TEC)
```

QEMM 7 users can find WINFLOW.TEC and TROUBLE.TEC in the \QEMM\TECHNOTE directory. Again, please keep notes on your results.

- 5) If you are still unable to resolve your problem, please contact Quarterdeck Technical Support at the numbers listed at the end of this document.

GENERAL INFORMATION

Q: What does ATI's RAMBIOS.SYS utility do, and can I use it with QEMM?

A: RAMBIOS.SYS, included on the supplementary disk that comes with many ATI products, is meant to speed up the operation of your video card by copying the contents of its ROM into the RAM on your system. This program is intended for use with non-386 systems that do not have hardware shadowing built-in; typically 8086/8088 or some 80286 systems.

This program should not be used on 386 systems. You should use the ROM parameter of your memory manager instead. If you are using QEMM version 7, or QEMM version 6 with Stealth enabled, the presence of RAMBIOS.SYS in your CONFIG.SYS file may cause your system to crash on bootup. Remove RAMBIOS.SYS from your CONFIG.SYS file, and add the ROM parameter to the QEMM386.SYS line:

```
DEVICE=C:\QEMM\QEMM386.SYS <other parameters> ROM
```

The location of the ROM parameter is not important. Adding the ROM parameter will have the effect of copying all of your ROMs (not just your video ROM) into fast RAM, mapping that RAM to the addresses initially occupied by the ROM, and then write-protecting that address. For more information on the ROM parameter, please obtain the following Quarterdeck Technical Bulletin from one of the sources listed at the end of this document:

```
#224 ShadowRAM, Top Memory, and QEMM (SHADOWRM.TEC)
```

Q: What does QEMM's Stealth feature normally do with the video ROM?

A: QEMM's Stealth technology makes extra High RAM available by mapping High RAM into addresses that are normally used by the ROMs on your system. When you use ST:M ("Map Mode"), QEMM maps system, video, disk ROMs, and any other "Stealthable" ROMs out of the first megabyte to addresses elsewhere in the processor's memory map. When the ROM is needed by the system, QEMM maps the appropriate ROM code into the expanded memory page frame. The ROM code now has a valid DOS address at which it can execute, and it does so normally. When the ROM routine is finished, QEMM then remaps the ROM elsewhere outside of DOS's address space.

When you use ST:F ("Frame Mode"), QEMM leaves the system, video, and disk ROMs where they are normally found. QEMM then maps the EMS page frame such that it lies on top of a ROM. Expanded memory can then be mapped into the EMS page frame. When the ROM that has been hidden by the page frame is needed, QEMM momentarily disables expanded memory usage and maps the page frame out of DOS's address space, exposing the ROM beneath. The ROM code then executes normally. When the ROM routine is finished, QEMM can then re-enable the EMS page frame, and lie it back down over the ROM.

For more information on Stealth technology and troubleshooting, please obtain the following Quarterdeck Technical Bulletins:

#168 QEMM's Stealth Technology (STLTECH.TEC)
#205 Troubleshooting Stealth (STEALTH.TEC).

Both STEALTH.TEC and STLTECH.TEC are located in the \QEMM\TECHNOTE directory for QEMM 7 users. Users with previous QEMM versions should see the end of this note for information on where to obtain these files.

Software typically does not have to be Stealth-aware in order to work properly. It must only be aware of Stealth if it attempts to access the contents of a ROM directly, rather than via interrupt, when ST:M is in use. ATI's Windows drivers and its INSTALL program, as of this writing, are not Stealth-aware and from time to time need to access information in the video ROM via direct reference. Thus, when ST:M is on the QEMM386.SYS line in the CONFIG.SYS file

- earlier versions of INSTALL may report that you do not have an ATI card installed;
- later versions of INSTALL may suggest that you disable your memory manager while INSTALL is running;
- Microsoft Windows may fail to start properly.

Techniques to resolve these conflicts appear at the beginning of this technical note.

Q: Are there any special considerations when using DESQview with an ATI graphics card?

A: DESQview version 2.4 or earlier may have difficulty saving and restoring the screen of Microsoft Windows when it is running in a window in a video mode greater than 640x480 in 16 colors. DESQview 2.6 addresses this problem. If you are running Microsoft Windows under DESQview, and the screen is not being restored properly, the

"MILLIE'S MATH HOUSE"

=====

from Edmark

by Frank Sereno

"Millie's Math House" is an educational game in which Millie, a brown cow, teaches math concepts to children ages 2 to 6. The program is available for both IBM compatibles and Macintosh computers. On clones, Millie's requires 3 megs of hard disk, 580k of free ram, EGA or greater graphics and a mouse. Highly recommended is a Sound Blaster compatible or greater sound card to allow the output and input of digitized sound. A printer can be used in some of the activities. On the Mac, requirements are a Mac Plus or later, 3 megs of hard disk, System 6.0.7 or later, plus 1 meg of memory for the monochrome version or 2 megs to run the color version with a color card. System 7 doubles the ram requirements for the program. This review will be on the DOS version and the test machine was a 386DX-40 running DOS 6.2 with a Sound Blaster Pro audio card.

Millie is installed by running the install.com program on the first floppy disk. You will be asked to indicate your sound card after the files are installed to create a configuration file which Millie will load upon executing. Edmark advises against running this program from Windows because of possible conflicts. I have run the program from Windows both from KidDesk Deluxe and from the Window's MS-DOS prompt and have had no problems. Edmark does include a PIF file and an icon for the program, but if you wish to run it from Windows you must create your own program group.

Millie is loaded simply by going to the Millie subdirectory created by the Install program and typing Millie to execute the program. A title screen will be shown listing the credits of the artists and programmers who worked on the program, then the program will load in the main interface. The interface is Millie's Math House which consists of six cubicles or rooms which will load the learning activities when clicked upon with the mouse. Each activity has two modes, an explore and discover mode which allows the child to freely interact with the game and a question and answer mode which prompts the child to complete certain tasks. Each activity can be exited by clicking on the icon of Millie positioned in the lower left corner of the screen in each game. An adult section complete with lesson overviews, program options and suggestions for learning games away from the computer is available by pressing Alt-Control-A at any time. From left to right on the upper level of the Math House is a pair of sneakers representing the Little, Middle, & Big game, a house made of geometric shapes for the Mouse House activity, and a lumpy green creature and three boxes is the icon for the Bing & Boing game. On the lower level of the Math House, a strange-looking creature symbolizes the Build-A-Bug activity, a cash register represents Number Machine and the Cookie Factory game's icon is a cookie jar.

The Little, Middle, & Big game teaches size concepts and vocabulary. Characters of graduating sizes must be outfitted with the proper size shoes from a bookcase with three shelves. In explore mode, the child can click on a character who will introduce himself as either Little, Middle or Big, then the child can click on a pair of shoes which are described as

small, medium or large. Clicking on the picture frame in the room moves the game to question mode and the characters will take turns asking for the proper size shoes. If the characters are given the wrong size shoes, they will show various amusing reactions and will tell the child that the shoes are too little or too big. When gameplay begins, the shoes are sorted according to size. Clicking on the cat which is sleeping on top of the bookcase will shuffle the order of the shoes and make the game a bit more challenging. This activity is well-designed and entertaining.

The Mouse House game teaches the names of geometric shapes, matching shapes, choosing between sizes of the same shape and building with shapes. The child can print out the blueprint creations. In explore mode, the child can choose between matching simple or complex blueprints or he can build his own designs by picking on of the three blueprint designs. The left half of the screen will contain the shapes needed to complete the blueprints which are shown on the right half. Each geometric shape is announced by shape and size when it is selected. When matching blueprints, the child clicks and drags one of the geometric shapes to its match on the blueprint on the right. The child can continue to build on the blueprint if he wishes. There is no negative or positive feedback in the explore mode. I think that a small improvement would be to congratulate the child when he matches the blueprint and then ask him if he would like to continue building.

Clicking on the picture frame will begin the question mode. The child can choose from three levels of difficulty based on the complexity of the completed mouse houses. Mr. Mouse will appear holding a blueprint and he will ask the child for a shape. The child can either click and drag the shape onto the blueprint or he can simply click on it. Negative feedback for choosing the wrong shape is very gentle. The child will be told which shape he chose and will be asked to choose another. Positive feedback is mildly enthusiastic and upon completing a blueprint, the child will be rewarded with the animation of two mice jumping up and down for joy accompanied by some bright music. I think this portion of the program could be made more pleasing by coloring in the completed mouse house. On the whole, this is a fun learning activity.

Bing & Boing teaches pattern recognition and creation. In the upper left of the screen are located 8 icons with 4 being animals and 4 being shapes. Each of these icons also makes a sound when clicked. You and your child can record your own sounds for these icons, but you have to be very quick because the recording time is very small. The original sounds are saved and you can use any combination of originals sounds and your creations. In explore mode, the child can click on up to 3 icons to create a pattern which will be played when he clicks on Bing, a green roundish creature. Click on the picture frame and question mode will begin. Boing, a pink creature, will repeat a pattern several times for the child, then ask him to fill in a blank spot in the pattern. This game is very entertaining, especially when recording new sounds for the icons, although this may a bit difficult for younger children.

Build-A-Bug allows the child to make bugs by clicking on a bug body part icon and then choosing one of the numerals from zero to ten. Once the parts have been placed on the bug, the child can rearrange them by clicking and dragging to a new location. This game only has an explore mode. Three different bug heads can be chosen and each makes a different sound when clicked upon. The child can choose to make his own recordings for these heads. Bugs can also be printed. I am surprised this activity has no question mode. I believe the addition of an activity in which children would be asked to count spots, legs, eyes, etc., would be a

natural progression to this program. Or perhaps the parts could be counted aloud as they are added to the body. As it is, if a child chooses ten ears, then ten ears appear instantly on the bug.

The next activity is the Number Machine which is intended to teach the numbers and counting as well as learning some singular and plural forms of some nouns. The machine consists of a large cash register with the numbers zero through ten on the keys. In explore mode, the child clicks on one of the numbers, the cash drawer will open and the computer will count a set of objects equal to the number selected. Click on the picture frame and question mode begins. Annie the worm will ask the child to find a certain. The number will be shown in a speech bubble in the upper right corner of the screen. If the child has difficulty picking the correct answer, the choices will be narrowed down first to the row of the correct answer and eventually only the correct answer will be available. When the correct answer is given, the cash drawer opens and the objects pop up as they are counted. Feedback is evenly tempered in both negative and positive modes.

The final activity is the Cookie Factory. Here children learn about counting, trial and error, and problem solving. The factory consists of a pipe, activated by clicking on its red button, which deposits the cookie onto a conveyor belt. The belt is operated by a lever which will move the cookie under a jelly bean dispenser. The beans are dropped onto the cookie by clicking on the dispenser and are counted aloud as they are placed on the cookie. In explore mode, once the child has decorated the cookie, he can click on a mechanical hand on the left side of the screen to place the cookie in a numbered slot below the conveyor. Cookies made with the same number of jelly beans have different patterns to show the number is the same regardless of the pattern.

Clicking on the picture frame starts question mode. The child now must decorate cookies to fill the orders of Harley Horse. A cookie will be placed beneath the jelly bean dispenser and then Harley will ask for it to be decorated with a number of beans. If the number of beans is incorrect, Harley will tell the child whether too many or too few beans are on the cookie and then give the cookie to his friend Froggy.

Graphics are fairly good but not great. Sometimes the animations are a bit jerky and the sounds are not completely in sync. In fact on the main screen, Millie talks when clicked upon but her mouth doesn't move at all. One nice touch is that Millie's eyes follow the cursor around the screen. The sounds and music used in this program are enjoyable. It may be my sound card, but sounds seemed to be a bit distorted, almost fuzzy. In recording our own sounds for the portions of the program that allowed it, the sounds were much clearer. The distortion did not affect the audibility of the sounds and voices in the program.

The interface is another variation on point and click. It is easy to use and understand although I think more audible help should be used. The adult section is very good, especially the on-line textual help which explains each activity and its purpose to the parents. The user's guide is excellent. It is easy to read, written in large type with a humorous style. It also contains a complete trouble-shooting guide. If a problem cannot be resolved using the guide, Edmark technical support is available by phone at 206-556-8480.

Play value is quite good. My 3 year-old has really enjoyed Millie's Math House. While the graphics and sound are not state of the art, these well-designed games are still fun to play. Educational value is excellent

also. Many important concepts are taught in an entertaining manner. I feel that bang for the buck is quite good. Suggested retail price is \$49.95 but it is available for much less than that at most national discounters. Contact Edmark Customer Service at 206-556-8484.

Graphics.....	7.5
Sounds	7.5
Interface	8.5
Play Value	9.0
Educational Value ...	9.0
Bang for the Buck ...	9.0
Average	8.41

As always, I thank you for reading!

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The Waveblaster connector has now become a De Facto standard, and many manufactures now produce soundcards with such a connector, and also the actual daughter boards that will connect onto these cards providing 'Wave Table' produced sounds, that far exceeds the quality and realism of FM synthesis that is used on most of these cards.

This document covers the nine different daughter boards that are available from seven different manufactures. It includes;

- 1 - Creative Labs - WaveBlaster.
- 2 - Turtle Beach - Rio & Maui (Not a daughter board, but it has the connector).
- 3 - Roland - SCD-10 & SCD-15(SCDB-55)?.
- 4 - Sound Galaxy - Wave Power.
- 5 - Bluepoint - Wave FX Upgrade.
- 6 - Gallant - GMW1000 Wave Module.
- 7 - Media Vision - The Professional Wave Table Upgrade

1 - Creative Labs - WaveBlaster

This is the one that most people probably know about. The 'Synth Engine' used was created back in 1991 by E-mu Systems. This is the Proteus chip that appears in other products such as E-mu's own rack mount MIDI modules, and Turtle Beaches' famous Multisound Card. The Waveblaster has a processor on board to interpret the MIDI messages, (the one thing that the AWE32 lacks) so you do not have to run a separate TSR to do this.

Hence it is a great deal more reliable in such applications as games. The Waveblaster has 4Mb (that's Mega Bytes) of digital samples in a ROM that contain over 256 digital audio samples in 16Bit. All the sounds that the Waveblaster produces are made up of 1 or more of these samples. These samples are extremely good quality. There are then many different 'sample modifiers' that are all real-time, such as reverse, chorus, flange, digital delay, tuning, cross fading, linking etc..

When initialised, the Waveblaster is in General Midi mode, but using a program supplied it can be altered to give you MT-32 patch compatibility, much like the SCC-1, whereby it will not act on specific MT-32 sysex data.

There are editors available that allow you to change the 100's of different parameters for each patch so that you can produce completely different sounds that can be absolutely fantastic. The sound quality is exceptional with virtually no hiss. It can produce wonderful thick low frequency 'synth' sounds like the MOOG series used to produce. All the effects, (delay, flange, etc..) is for each of the 32 channels, not a global setting.

2 - Turtle Beach - Rio & Maui

Turtle Beach currently have two products that can be connected to a soundcard having a Waveblaster compatible connector. The Maui however is NOT a daughter board, it is a standard 16Bit ISA card but can be connected to the Waveblaster connector so that it can be controlled through the other cards MPU-401, even though it has one of its own. Both the Maui & Rio use the Wavefront Synth engine also found in Turtle Beaches new Multisound Monterey card. Both of these cards has a samplestore facility like that on the AWE32, so adding this to an AWE32 might not be a good idea, however it would equip a SB16 with a samplestore capability, without totally replacing the card, but you are better off getting an AWE32.

Maui - General Midi Compatible, 2Mb of compressed sounds in ROM, Samplestore of up to 8Mb using SIMM's. No sampling capability, just a pure Synth. Up to 32 voices. Download samples at any rate up to 16bit/44.1KHz/Stereo.

Rio - General Midi Compatible, 4Mb of sounds in ROM, Samplestore up to 4Mb. up to 32 voices. The Rio obviously sounds better, (the same as the Multisound Monterey). Download samples at any rate up to 16bit/44.1KHz/Stereo.

3 - Roland - SCD-10 & SCD-15(SCDB-55)

These two boards are based on the famous Sound Canvas sounds used in a variety of Roland products (SC-33, SC-50, SK-50, SC-55, SC-155, SCC-1, SC-7, CM-300, CM-500 etc..) There is not a great deal of information to be found on these yet, I believe that these are available in America, but seem to be a bit scarce here in the UK. Roland had never heard of the product, (perhaps they were just pretending, you know a joke or something..)

SCD-10 This provides general midi compatible 128 tones, This is an SC-7 on a daughter board. 28 voice poly, Reverb, Chorus, and delay effects, and 6 drum sets.

SCD-15 or SCDB-55, these could be two separate cards, I'm not sure. This is a GM/GS daughter board, containing the 128 GM/GS capital tones, plus the variation tones. This is an SC-55 / SCC-1 / CM300 on a

4 - Sound Galaxy - Wave Power

5 - Bluepoint - Wave FX Upgrade

6 - Gallant - GMW1000 Wave Upgrade

7 - Media Vision - The Professional Wave Table Upgrade

Keith Mason 15th July 1995. [100345,3450]

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THE WINDOWS USER GROUP NETWORK

The Windows User Group Network is the premier international organization for Windows professionals. WUGNET's role is to communicate windows-based technologies and applications to an international audience through the WUGNET forum on CompuServe, conferences, trade shows, publications, trade books, and various membership interactions. WUGNET offers its members a number of technical support tools and support resources designed to save them time and solve quickly problems. These support tools include: The Online Windows Help versions of the popular Microsoft Windows 3.1 resource kits and Windows for WorkGroups resource Kits, (available soon) WUGNET System Engineer, a support oriented CompuServe FORUM with a private library for members.

WUGNET's Computing Book Series books are now available. Windows 3.1 Connectivity Secrets (Connally, Rorabaugh, Hall and Rezmovic, and Windows 3.1 Configuration Secrets by Valda Hilley and Jim Blakely (published by IDG Books Worldwide) are now available directly from WUGNET for \$39.95 + \$5 shipping. Call 800 WIN USER to get your copies.

WUGNET's mission is to:

- * Promote understanding and cooperation among organizations engaged in furthering the progress and application of windows based systems.
- * Provide an international clearing house for information and advancement systems and technology.
- * Conduct conferences and exhibitions for the exchange of information
- * Provide document based information through the publication of a journal, trade and reference books.
- * Provide education for windows based systems

PUBLICATIONS - The Windows Journal newsletter The Windows Journal, published bimonthly by WUGNET Publications, is the leading independent technical journal focusing on the Microsoft Windows operating environment. The Journal is a technical resource for consultants, corporate support staff, programmers and power-users of the Windows environment. Its mission is to help programmers build Windows applications more reliably and efficiently, to help corporate support personnel setup, optimize, and maintain Windows workstations, and to provide in-depth technical information for end-users.

The Journal features extracts from the authors of leading books on Windows and keeps readers up to date on the drivers, patches, and files found on

CompuServe. Written and edited by Windows professionals, the Windows Journal is the only independent international publication focusing on Windows solutions. The Windows Journal is a user read publication circulated worldwide to approximately 10,000 professionals. Windows Journal readers are expert PC users who have made the move to the Windows environment. They are technically advanced. At least 75% of our readership is actively programming applications in the Windows environment, either through direct use of programming tools, application development environment, or application customization. MIS Professionals, Windows Programmers, and power users from industry and government look to The Windows Journal to discover technology advances they can use in developing software products or increasing the value of their current software technology. Through the Windows Journal, the Windows User Group Network acts as an information resource center, making available publications and materials from leading software and hardware vendors, and specialized consultants.

WINDOWS JOURNAL COMPANION DISK

The organization distributes each Journal comes with a working model of a software chosen by the WUGNET staff. The working model typically meets the high standards of technical excellence and innovation sought by members. As an added benefit, vendors will extend a fantastic user group price to all who wish to purchase the full version of the product.

A complete listing of WUGNET user group discounts are posted in a file called discount text located in FORUM data library 11 (User Group Lib). This file is updated with each issue of the journal since many vendors choose to introduce their products through our membership.

ADDITIONAL RESOURCES TOOLS and UTILITIES

WUGNET'S ELECTRONIC EDITIONS OF THE WINDOWS RESOURCE KITS

The Windows Users Group Network publishes an electronic version of the MS Windows 3.1 Resource Kit and Windows for WorkGroups Addendum as diskbased hypertext editions available to members of WUGNET. The Windows Resource Kit 3.1 Electronic Edition converts Microsoft's 580-page guide into interactive reference, providing immediate access to Windows 3.1 information. It is designed as to aid technical support professionals (corporate help desks, VARs, systems integrators, resellers, developers, and trainers) in setup, optimizing, and troubleshooting the Windows environment.

SYSTEM ENGINEER 2.0 FOR WINDOWS

New Features and Capabilities Result in Ultimate Control Panel for Window Users

December 21, 1993 Media, PA - The Windows User Group Network (WUGNET) has announced System Engineer version 2.0, its highly acclaimed Windows Configuration tool. This innovative software package allows Windows professionals and power users to fine tune their Windows environments. System Engineer gives the Windows professional a comprehensive set of tools to manage all aspects of Windows' configuration on their workstation, whether standalone or on networks. In addition to its powerful but easy-to-use interface for editing individual sections and statements within Windows configuration files, System Engineer provides a complete librarian for storing, managing and recovering multiple configurations. Changes to any and all INI files or entries are logged in a master file, which creates an audit system that allows users to retrace specific

changes made to configuration files, including support for installation and deinstallation of Windows applications and supporting system enhancements.

Unlocking the Windows Environment

System Engineer provides access to every SYSTEM.INI and WIN.INI parameter including:

- * Undocumented parameters for managing memory
- * Undocumented parameters supporting the Windows keyboard interface
- * Network setting options, including Novell Netware specific options
- * Configuration settings for managing all asynchronous communications port
- * Parameters for setting Windows EMS memory and Virtual memory management
- * Parameter settings for Windows operation of disk storage devices
- * Parameter settings supporting DOS applications running under Windows
- * Parameter settings exclusive to Windows standard mode
- * System fonts used by Windows

REAL-TIME INFORMATION MONITORS

This release of System Engineer introduces easy-to-use real-time monitoring facilities for both expert and non-expert Windows users.

- * The Task Monitor provides a real-time data window displaying all active tasks with their task handles.
- * The File I/O Monitor allows users to track what files and devices are currently open, and determine read/write privileges. This also supports monitoring of open data files and Windows supported devices that are shared, protected, or read-only in nature. This information can then be used by general users in determining the optimum files, buffers and cache settings for particular tasks in Windows.
- * The Memory Monitor is not just a viewer, but a comprehensive statistical monitor reporting the memory use of active module components in six specific memory classes including fonts and DLL's. Use the monitor snapshots to analyze application-specific GDI and USER system resource memory heaps, and determine what discardable and non- discardable portions of memory a particular Windows 3.1 module or application is utilizing. New Features in System Engineer 2.0 Solve Windows Most Complex User Issues including

NEW INTERFACE - SUPER CONTROL PANEL AND MORE!

System Engineer's new interface now includes separate panels for all the configuration management tasks in Windows. Windows Setup.exe and Control Panel are incorporated into the interface, with additional tabular windows for SYSTEM, WIN.INI, INFORMATION and BACKUP support. Version 2.0 also supports full drag and drop support with Windows File Manager (or PC Tools for Windows or Norton Desktop), allowing the user to select an INI file, drag it to the SYSTEM ENGINEER icon, and immediately have the INI editor

with the INI loaded.

NOW HANDLES COMMUNICATION PORT DEVICE CONTENTION

System Engineer 2.0 now includes OTC Corporation's KINGCOM COM PORT Driver - an enhanced communications port driver and configuration tool enabling System Engineer to manage all data/fax traffic, and eliminate conflicts that develop when multiple applications access the same fax/modem hardware. The Windows COM driver is limited to two active serial devices, but multiple applications may support the active port. For example, when a fax application attempts to access a modem while a terminal communications package is loaded the result is an error message. System Engineer's inclusion of KINGCOM, developed by OTC Corporation, solves this problem. By creating a "virtual" com port driver, users can designate all their software to a specific com port to specific applications.

SE'S ADVANCED CONFIGURATION TOOLS AND FEATURES

The System Engineer INI editing system includes support for archiving, library, backup (full and selected) and restoration for Windows INI files and Windows applications INI files. For example, any INI topic or parameter can include specific comments, deleted, archived into the system engineer archive. The INI Editor archive capability allows the user to select a topic and store it in the active archive. Once archived, the user can selectively restore it to another INI file or use the archived library for network system maintenance of other user INI files. Any modification through the INI editor is also maintained in an active log, providing insurance and complete UNDO support. Users can use the LOG Browser to monitor changes to all INI files made through System Engineer. The System Configuration Backup and Restore support has been expanded to include Windows GRP, AUTOEXEC.BAT

SYSTEM ENGINEER USERS APPLAUD

System Engineer was developed by the WUGNET support staff in 1990. We've helped hundreds of Windows users, both novice and expert since 1988, and incorporated virtually every support feature imaginable into this one product.

"My first reaction to System Engineer was: 'WOW! It's about time!' Finally there is a product that addresses the needs of the systems integrator trying to customize the internals of the Windows environment. System Engineer is a powerful tool for the service and support industry, and is one of those utilities that make you think 'it should have been there in the first place.' I highly recommend System Engineer to anyone who has to deal with diagnosing, configuring, and supporting the Windows 3.xx operating system environment. Mandatory equipment for the support engineer's arsenal". Randall Kennedy

THE WINDOWS USER FORUM ON FORUM ON COMPUSERVE

Windows professionals, from corporate professionals to consultants, communicate in the fastest growing independent technical user forum on CompuServe - The Windows Users Forum (GO WUGNET or GO WINUSER). Members of the organization are also provided with access to a private library containing advance reports on trade shows, technical notes, and product appnotes and reviews. WUGNET maintains an active private beta testing program where members can sign up on line and test new versions of innovative products. WUGNET works with shareware authors in helping to promote high quality and innovative shareware. THE WUGNET shareware of the

week program, makes available to and informs forum members about the hottest applications to be found on CompuServe.

WUGNET has a long history of working very closely with shareware authors and considers them an integral part of the WUGNET community.

ORIGINS OF THE WINDOWS USERS GROUP NETWORK

Founded in 1988, as an independent organization, WUGNET has positioned itself as an industry wide technical resource, rather than as an organization committed to any single vendor or groups of vendors.

For five years, the Windows User Group Network has dedicated their effort to communicating trends and developments, and solutions about the Windows environment on an international level. As a result of the technological changes experienced in the last few years, WUGNET has evolved into an organization which aggressively promotes the interfacing of existing technologies with new state of the art technologies to create intelligent solutions to today's business problems.

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As of August 19, 1993

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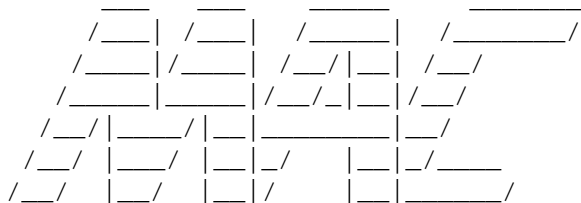
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:HOW TO GET YOUR OWN GENIE ACCOUNT:

Set your communications software to Half Duplex (or Local Echo)
Call: (with modem) 800-638-8369.
Upon connection type HHH (RETURN after that).
Wait for the U#= prompt.

Type: XTX99587,CPUREPT then, hit RETURN.

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MAC/APPLE SECTION (II)
=====
John Deegan, Editor (Temp)

> WordPerfect NEWS STR FOCUS!

WORDPERFECT 3.1 FOR POWER MACINTOSH
DEMONSTRATED AT MACWORLD EXPO

New features and Apple System 7.5 support extend WordPerfect's user benefits and ease-of-use

WordPerfect, the Novell Applications Group began demonstrating WordPerfect 3.1, the second Power Macintosh version of the world's best-selling word processor at Macworld Expo. The product upgrade adds new features such as QuickCorrect and enhanced data merge capabilities as well as support for Apple's System 7.5 that significantly increase the program's ease-of-use for the end user.

"I am looking forward to WordPerfect 3.1," said Phyllis Eliasberg, who is a consumer and computer reporter, as well as a Compuserve Wyzop. "While WordPerfect's support of Apple's System 7.5 will add great functionality, the QuickCorrect feature alone would be worth the upgrade to me. I switched from Microsoft Word to WordPerfect 3.0 because of WordPerfect's innovative interface and ease-of-use. After struggling for so long in Microsoft Word's difficult and restrictive interface, I am impressed with the increased amount of work I have been able to accomplish with WordPerfect."

WordPerfect 3.0 for Macintosh shipped in October 1993 and was the first word processor to support System 7 Pro, including PowerTalk. In March 1994, WordPerfect 3.0 was the first and only word processor to ship native for Power Macintosh. WordPerfect 3.1 will ship approximately 30 days after Apple releases System 7.5.

"WordPerfect has worked closely with us in developing their word processor to support new and emerging Macintosh technologies as they are released," said David Nagel, senior vice president and general manager, AppleSoft. "Supporting System 7.5 is a great opportunity for WordPerfect to differentiate their product in the market. The adoption of the 7.5 technologies as well as the innovations that WordPerfect has added will provide real value for the user. WordPerfect is a great example of an application that will truly help a user be more productive."

System 7.5 Support

QuickDraw GX Printing. By supporting QuickDraw GX printing, WordPerfect 3.1 will offer users increased printing options and greater printer control with simplified dialog boxes and a quick print option. Users will be able to designate the order of print jobs, and change paper size, orientation (landscape or portrait) and scale factor throughout the document on a page-by-page basis.

Macintosh Drag and Drop. In version 3.1, users can drag and drop text or graphics within a single document, as well as between documents and other applications. Text can even be dragged out of a document and onto the desktop where it resides as a clippings file until it is dragged back into a WordPerfect document or another application.

Apple Guide. WordPerfect 3.1 will incorporate Apple's on-line help and coaching capabilities to help users learn the necessary steps to perform specific word processing tasks, including recording macros, inserting graphics and many other tasks.

AOCE Enabled. Now that the system software for Power Macintosh includes Power Talk, WordPerfect's AOCE support will be enabled in the Power Macintosh version, and the Power Talk option will be available from the WordPerfect Toolbar. This will allow a user to send messages to other PowerTalk directly from within WordPerfect.

New Features

QuickCorrect. QuickCorrect automatically corrects mistyped or misspelled words. For example, "teh" is replaced with "the" as soon as the user presses the space bar or another word delimiter such as a comma, period or semi-colon. QuickCorrect also automatically expands abbreviations and corrects errors with two initial caps on the fly. Users can edit the list of word substitutions to meet their individual typing patterns.

Fat Binary Installer Option. WordPerfect 3.0 currently uses a smart installer to detect whether a user is installing on a Power Macintosh or a 68K-based Macintosh. Version 3.1 will offer a Fat Binary Installer option to install a "universal" version of the application that contains both binaries and will run on both types of hardware. This increases ease of administering the product from a network.

Merge Data File Options. Users will be able to perform

merges using data that has been exported from FileMaker Pro, as well as data from WordPerfect tables.

Pricing

The suggested retail price for WordPerfect 3.1 will be \$495. Upgrades to WordPerfect 3.1 for Macintosh will be available for \$89 and users of any competing word processor can upgrade for \$99. Customers purchasing WordPerfect 3.0 for Macintosh 30 days before and 30 days after version 3.1 ships will receive a free upgrade to WordPerfect 3.1 when it is available. For more information, customers can call WordPerfect, the Novell Applications Group, at (800) 451-5151.

GRAMMATIK 6 FOR MACINTOSH SHIPS IN AUGUST

Grammatik 6 brings robust grammar checking and linguistic intelligence to the desktop

WordPerfect, the Novell Applications Group, announced that Grammatik 6, the new version of its grammar and style-checker, will begin shipping mid-August. Grammatik 6 offers several new writing improvement features including a redesigned interface and a new automatic sentence rewriting feature that brings the first linguistic intelligence of its kind to grammar checking.

The complete revision of Grammatik is the result of user feedback, interface design and usability testing. Thousands of hours of design and usability studies identified the need for a simpler, more speller-like grammar interface, as well as new ways to present powerful features like sentence rewriting and writing styles.

"I found Grammatik 6 to be much more comprehensive than the grammar checker that came with Microsoft Word," said Barbara Smith, administrative assistant, University of California at Davis. "I write several kinds of scientific manuscripts and found the custom styles for checking different kinds of documents to be very helpful." The interface is so clear and intuitive that I've never had to reach for a manual," said Peter LaBarbara, a New York accountant at Ogden Corporation who uses Grammatik for correspondence and short story writing. "As far as I'm concerned, Grammatik is the only grammar checker on the market today that's worth using."

Grammatik 6's new QuickCheck option provides a simple way to do basic checks of spelling, punctuation and grammar. QuickCheck saves users time by not checking for things like style and more esoteric characteristics such as archaic language, cliché's and gender-specific words.

In addition to QuickCheck, Grammatik 6 offers 10 predefined style guides and three levels of formality to choose from, so users can personalize their proofreading processes for the appropriate audiences. An extensive Help system gives users guidance on both writing problems and program features.

New features have been added to help users improve writing skills. Grammatik 6 offers a high degree of grammar and spell-checking accuracy. It is now the only grammar checker available that offers sentence rewriting, a feature that allows users to automatically replace their original sentences with Grammatik's corrected sentences simply by double-clicking. To help users learn as they go along, the software also

provides readability statistics, background information, and a new graphical Parse Tree that provides additional information on sentence structure by identifying subjects, direct objects, indirect objects, infinitives, verbs, adverbs, etc. In previous versions, Grammatik 6 offers accurate error detection by using a linguistic technology called Mor-Proof, meaning morphology-based proofreading. Mor-Proof's combination of word and sentence analysis allows intelligent replacement of spelling, grammar and clause errors. As the software proofreads documents for errors in grammar, style, usage, punctuation and spelling, it also explains errors and gives advice.

Once the user makes a change, the software automatically (and invisibly) rechecks changes for correctness. Grammatik also provides a "bookmark" feature, which lets users stop proofreading in the middle of a document and instantly return to that point to resume checking.

The Macintosh version of Grammatik 6 will begin shipping on August 15 and will require a Macintosh with System 6.0.5 or later, a minimum of 2MB of RAM and 2.5MB hard disk space. Grammatik 6 will have a suggested retail price of \$49.95US. With more than five million copies sold and because of its support for all popular word processors, Grammatik is the best-selling writing improvement tool in the world on all platforms. Grammatik continues to be the only grammar checker developed internationally for English, U.K.-English, French and German, and will soon be available in Italian, Spanish and Dutch.

The stand alone version of Grammatik 6 for Macintosh is part of the WordPerfect Main Street consumer product line. WordPerfect Main Street products are designed to educate, entertain and enhance a user's computing experience in the home with titles for personal productivity, family entertainment and home education.

NOVELL ANNOUNCES EXPRESSFAX+ 3.0 FOR MACINTOSH
ExpressFax+ Integrates Fax, Data and Optical Character
Recognition for Home and Office

WordPerfect, the Novell Applications Group, announced the development of ExpressFax+ 3.0 for Macintosh. As part of the WordPerfect Main Street product line, ExpressFax+ will be one of the first Macintosh products on the market to integrate fax, data and optical character recognition (OCR) in one product.

ExpressFax+ tightly integrates fax, data and OCR into a single product, distinguishing itself from other dedicated fax or data communication software products. "Macintosh users are looking for telecommunication software that has a uniform look and feel for both fax and data," said Sam Yee, product marketing director, consumer products division, WordPerfect, Novell Applications Group. "ExpressFax+ provides a consistent interface for both fax and data communication services as well as OCR. For the first time or novice user of fax and data communications software, ExpressFax+ will be the perfect solution for the home or office."

ExpressFax+ allows users to send and forward faxes to single or multiple destinations. Fax and phone numbers for both fax and data communications may be stored in a single integrated phone book. Up to 64,000 entries may be stored in each phone book.

OCR services are provided by TextBridge 2.0, the emerging market leader for full-featured OCR technology, manufactured by Xerox Imaging Systems. TextBridge allows users to accurately recognize received faxes, and convert them into editable text.

The text can then be edited and manipulated by users within their word processor or spreadsheet. TextBridge also includes such features as the proprietary Lexifier(tm), which significantly increases recognition accuracy for classes of text commonly found in business documents that are not true words such as telephone and social security numbers, and dates.

Also included with ExpressFax+ is a free starter kit for America Online which contains software for 10 free hours of on-line time a \$44.95 value.

ExpressFax+ 3.0 will require 4 MB RAM (8 MB for OCR), 4 MB hard disk space, a MacPlus or higher with System 6.0.5 or higher (System 7 for OCR) and a high-density disk drive. The product will have a \$109US suggested retail price and be available during fourth quarter 1994.

ExpressFax+ is part of the WordPerfect Main Street consumer product line, which includes products for personal productivity, family entertainment and home education with suggested retail prices between \$29-139US. The consumer division of WordPerfect, the Novell Applications Group will lead the greater Novell into becoming one of the top two providers of products and services in the consumer software category, the fastest growing segment of the software industry throughout the world.

JAPANESE VERSION OF WORDPERFECT 3.0 FOR POWER MACINTOSH SHIPS

Initial sales for the KanjiTalk-based Power Macintosh version
exceed company's projections

WordPerfect, the Novell Applications Group, announced the availability of WordPerfect 3.0 for Power Macintosh in Japanese at an international press conference with Apple Computer. The KanjiTalk-based version of WordPerfect makes the world's best-selling word processor available to the growing Japanese computer market.

Early interest in the Japanese version of WordPerfect 3.0 for Power Macintosh spurred product pre-orders by the distributor and reseller channels that far exceeded company expectations. "The pre-orders we have taken for the Japanese version of WordPerfect 3.0 already total six times our original projections," said Mark Calkins, vice president of product and strategic marketing for WordPerfect, the Novell Applications Group. "This increase in product sales, as well as the awards our other international versions of WordPerfect for Power Macintosh have won, are an encouraging sign that our commitment to be the Macintosh technology leader is being recognized around the world."

"The Japanese market is really taking off," said David Nagel, senior vice president and general manager, AppleSoft. "Power Macintosh sales in Japan have been increasing, which translates into a great opportunity for developers like WordPerfect. WordPerfect 3.0 in KanjiTalk takes advantage of the increased computing power of the Power Macintosh to offer a great word processing solution for Japanese computer users."

WordPerfect 3.0 has received international awards, including the Software Excellence Award for Usability Excellence, Ziff Davis Europe; the Software Excellence Award for Technical Excellence, Ziff Davis Europe (Finalist); Software of the Month Award, MACUpa (Germany); the Editor's Recommendation Award, MACWELT, (Germany); and The Mice Award, SVM Mac (France).

WordPerfect has become the Macintosh technology leader by being first to support Apple technologies such as QuickTime and Apple Computer's System 7 Pro, including PowerTalk, AppleEvents, AppleScript and WorldScript. Since March of this year, WordPerfect 3.0 has been the first and only word processor fully-accelerated for the Power Macintosh.

With Apple's WorldScript technology, WordPerfect 3.0 users can use different languages in a single document. Through Apple's Language Kits, many languages beyond those in which WordPerfect is localized can be used in a WordPerfect document, including Chinese.

WordPerfect 3.0 for Macintosh and Power Macintosh provides document compatibility with the latest versions of WordPerfect on other platforms, including features such as tables, equation editor and drag-and-drop text. WordPerfect 3.0 also includes a built-in drawing package with sophisticated drawing tools such as Bezier curves, polygons and a free-rotation tool. Other popular features include an integrated grammar checker, styles, columns, text boxes, macros, sort, merge, spell, thesaurus and stationery.

WordPerfect 3.0 for Power Macintosh is currently shipping in Dutch, Danish, US English, Australian English, UK English, Canadian English, French, German, Italian, Norwegian, Spanish and Swedish. Exact pricing varies by country. For more information, call WordPerfect, the Novell Applications Group at (800) 451-5151.

IMPORTANT NOTICE!

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STReport International Online Magazine is available every week for your reading pleasure on DELPHI. STReport's readers are invited to join DELPHI and become a part of an extremely friendly community of enthusiastic computer users there.

SIGNING UP WITH DELPHI

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Using a personal computer and modem, members worldwide access
DELPHI services via a local phone call

JOIN --DELPHI

Via modem, dial up DELPHI at 1-800-695-4002
then...

When connected, press RETURN once or twice
and...

At Password: type STREPORT and press RETURN.

DELPHI's 20/20 Advantage Plan
20 Hours for Only \$20!

Advantage Members have always enjoyed the lowest DELPHI access rates available. On the new 20/20 Advantage Plan, members receive their first 20 hours of access each month for only \$20. If you happen to meet someone online or find some other diversion, don't worry because additional usage is only \$1.80 per hour.

20/20 Advantage rates apply for access via SprintNet or Tymnet from within the continental United States during home time or via direct dial around the clock. Home Time is from 6pm to 6am weekdays. Access during business time carries a surcharge of \$9 per hour. These rates apply for most services, but note that there are some surcharged areas on DELPHI which are clearly marked with a "\$" sign.

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The \$20 charge will be billed to you at the beginning of the month to which it applies. Any portion of the 20 hours not used in any month does not carry forward into the next month.

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DELPHI-It's the BEST Value and getting BETTER all the time!

ATARI/JAG SECTION (III)

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Dana Jacobson, Editor

upgrading of the MidiTrack ST Sequencers. We are also reducing the prices to make our products some of the best values available for the amateur, semi-pro and pro musician!

Our new list prices are as follows:

(In addition we are offering some special prices thru Oct-31-1994 as an incentive to get to know us. Demo's will be available on Genie, Delphi and Compuserve as well as the Midiworld BBS and other fine BBS's in your neighborhood!)

SmpTeTrack Platinum 7.1 W/SMPTEmate Plus.....To be announced Soon!!

EditTrack Platinum 7.1.....List \$149.95.....Special \$ 99.95

EditTrack/SmpTeTrack Upgrades to Platinum 7.1
(software and manuals only)

From Gold 6.xxList \$ 70.00

From before 6.xx.....List \$ 95.00

EditTrack Gold.....List \$ 89.95.....Special \$ 59.95

EasyTrack.....List \$ 24.95.....Special \$ 19.95

GenEdit 2.0.....List \$124.95.....Special \$ 99.95

EZ-Score Plus.....To be Announced Soon!!

MidiMaze.....List \$ 24.95.....Special \$ 19.95
.....2 for \$ 35.00

All prices are in U.S. Dollars. Shipping and handling are additional.

For all those Platinum user who received Gold Manuals with addenda, we now have Platinum Manuals available for \$18.95 plus shipping.

Binary Sounds is operated by:

Rick Ladage and Bob Semaan in Houston, Texas, in the USA.

We can be reach by E-mail or snailmail or tele or fax!

Rick Ladage	Bob Semaan
GENie...R.Ladage	GENie...B.Semaan
DELPHI...BONDSERVANT	DELPHI...BOSEM
Internet...bondservant@delphi.com	Internet...bosem@delphi.com

Binary Sounds
431 Oak Dale
Houston, TX 77477 USA

713-776-9118 9am-9pm (Central Time) Mon - Sat
713-449-3129 6pm-9pm (Central Time) Tue - Thurs

Look for us in the Binary/Barefoot/Hybrid areas of GENie, Delphi and Compuserve. Or find us in the regular Atari areas. That's the kind of guys we are... regular!

SPEED OF LIGHT 3.5 on a.a.u.e!!

From: Stuart Denman <sdenman@wolf.cs.washington.edu>

Date: Wed, 10 Aug 1994 02:25:06 GMT

The latest and greatest version of SOL 3.5 is out. I uploaded it to atari.archive.umich.edu and it is in `atari/Graphics`. I will upload it to some other ftp sites soon. This version adds lots of features and fixes tons of bugs. It also lets unregistered users access filtering and warping but with blank lines. New features include warping, improved filtering, clean JPEG loading (lots of options, octree, dithering, etc.), and many bugs fixed. The GIF saving bug in 3.1 was also fixed.

I will post a complete list of changes (for those interested) in another article. It's pretty long (this is good!)

Hope you all like it, please let me know what you think (post, email, whatever). I'm interesting in user feedback. This has given me a lot of good ideas for 3.5.

-Stuart Denman

StuSoft

sdenman@cs.washington.edu

Speed of Light 3.5 CHANGES.DOC

From: Stuart Denman <sdenman@wolf.cs.washington.edu>

Date: Wed, 10 Aug 1994 02:27:55 GMT

Changes in version 3.3 from 3.1

```
--> Double clicking on "Purge" in the options dialog allows you to purge
all the images except the first one.
```

```
--> A feature "Image = Screen" fuses the screen into an actual image.
This makes any warping or filtering permanent so you can do other
alterations of the image.  By making the screen an image, you can now
save the screen as a GIF by using "As Original" when you save it.
```

--> The Warp feature was added. Two warping effects can be combined: bulge (stretching) and ripple (shifting). Bulge zooms the scan line outward or inward, causing the stretching effect. This can be applied anywhere on the image (to the scan lines) and can be set to any size. Ripple is merely a shifting of the scan lines a certain amount (horizontally). Warping only effects the displayed image, not the original image. You must use "Image = Screen" to make it permanent. You can then rotate the image 90 degrees to apply warping on the vertical axis, use "Image = Screen" again, and then rotate it 90 degrees back for example.

```
--> Unregistered versions now can use filtering, but every eighth line
is blank.  This is the same for warping.
```

-=> The Display Screen Popup Menu was changed slightly to accommodate

more entries.

--> CONTROL-F toggles filtering in the Display Screen.

--> Rotations are FASTER!

--> The name of the current file being processed appears at the top of the screen during loading and color reduction.

--> TONS OF BUGS FIXED!!!

--> A bunch of other stuff I can't remember.

Changes in version 3.5 from 3.3

--> SOL now starts out with the Options Dialog (unless starting in GEM mode) so that you can change the settings before loading an image if you want. I found this to be better especially when loading JPEG images because I usually want to set the truecolor loading preferences before loading, but in earlier versions, I had to load a junk image first just to get to the preferences.

--> Truecolor conversion now can use Octree colormap quantization to reduce to 256 colors. You can also dither the image using different patterns including loaded patterns. Inverse colormaps are supported to allow faster mapping both for truecolor quantization and with color filtering. All truecolor octree and color reduction parameters are in the preferences dialog box.

--> Fixed Palette truecolor loading can also be used with other dithering patterns besides just random dithering. Other fixed palettes are supported with biases toward red, green, or blue, and combinations of red, green, and blue.

--> A new preference allows you to display the image immediately after loading without going to the Options Dialog or GEM Menu.

--> You can load multiple files using Selectric fileselector as well as using wildcards [*/?]. Selectric also offers extensions of all the images that SOL can load.

--> JPEGs with bad data can be loaded with less trouble.

--> Fixed GIF saving! No more messed up data! Stayed up all night to fix this one! =)

--> Speed is great! Just compare! A 800 x 600 256 color GIF...

	SPEED OF LIGHT 3.5	GEMVIEW 3.00
LOADING/UNCOMPRESSING TIME:	8 sec	11 sec
GIF COMPRESSING/SAVING TIME:	14 sec	1 min 32 sec
FILE SIZE IN BYTES:	98846	100517

This GIF had 115 colors and lots of blank space, only SOL realized that it could save it as a 128 color GIF and saved file space! How about another...768 x 512 256 color GIF

	SPEED OF LIGHT 3.5	GEMVIEW 3.00
LOADING/UNCOMPRESSING TIME:	11 sec	15 sec

GIF COMPRESSING/SAVING TIME:	20 sec	1 min 19 sec
FILE SIZE IN BYTES:	334829	334802

These are actual saving and loading times, no lie!

-=> Saving and loading display information in GIF89a images now works correctly.

-=> A "Flat" wave was added in warping to allow discrete shifting of the image in places. Ideal for corrupted JPEGs.

-=> Lots of bugs fixed involving the capture of the image when going from display to dialogs and back.

-=> Zoom Area now centers your zoom on the screen when the area you selected is not the same aspect ratio as the screen.

-=> Colormap Editor was changed a bit:

-=> The palette can now be edited in VDI order as well as Device order.

-=> A new command "Take" works like "Select" except that you choose a pixel from the image and the color you are currently editing will be set to the image's original color at that spot. Confused? Me too...try it!

-=> You can switch to a different image while in the Color Editor.

-=> The unimplemented feature "omit colors" was omitted (ha ha) from the Color Editor. Ho Hum, so not all of my ideas are cool! =)

-=> Filtered Scaling was really worked-over:

-=> Greyscale Filtering is a little faster.

-=> Color Filtering is now almost as fast as Greyscale Filtering by using an inverse colormap. The inverse color map resolution can be changed for fast approximations or accurate renderings. Dithering is also supported with color filtering using true random dithering as well as standard matrix dithering.

-=> Complex color transformations now also work with filtering.
(A previous bug made this look funny.)

-=> The filtered image is much more accurate both in brightness and in position. The pixels in previous version were shifted incorrectly up and to the left.

-=> Up and down scrolling now works with filtering. This was caused because the filtering routine always drew one less scan line than it was supposed to!

-=> New filters were added and two groups were created: Standard and Enhancing filters. Standard filters try to reproduce the original image as closely as they can. Enhancing filters change the image in weird ways, especially when enlarging the image.

-=> Asymmetrical enhancing filters can be flipped, and all filters can be wrapped or faded at the edge of the image.

--> Filters can be scaled in height as well as width both horizontally and vertically. Scaling in height causes the filter to brighten the resulting image. Scales less than 1 will darken the image. Blurring by scaling the filter horizontally and vertically can often cause the image to darken, so you can compensate for this with height scaling.

--> When using the "Change Picture [P]" option from the display screen, you can now select the position on the image that you would like to display next. This is done by dragging a small box (representing the display area) to the position you would like to move to. You can also move between small greyscale pictures with the arrow keys as well as the slider bar.

-> You can now access images 21-30 with ALTERNATE-Function Key, and you can move to the next/previous image with the '[' and ']' keys.

-> Holding down **ALTERNATE** in the display screen prevents scrolling when the mouse moves into the scrolling area.

```
--> Scrolling right and left now has less "annoying flickering" in 256
colors.
```

```
--> "Image = Screen [X]" feature now supports a "Shrink" option so that
it only converts the parts of the screen that are used.  It essentially
clips the image for you and omits any blank space.
```

--> Two new histograms were added: DARKCONT.HST and LITECONT.HST. These are contrast histograms that only apply contrast to either the dark or light intensities in a color plane.

--> A glossary was included (GLOSSARY.DOC) to explain some of the more complicated image processing terms.

-=> Fixed some Graphics Card bugs.

--> The E-Z Registration form can now be printed to an ASCII disk file as well as to your printer. A blank file is also included: REGIFORM.TXT

--> Speed of Light 3.5 may not be put on any magazine cover disks without my prior permission!

-> More bugs fixed than I can remember! (I really do have a pretty good memory, don't get me wrong!)

```
> Atari Classics! STR NewsFile - "8-bit Mag to Change Hands?"  
      " " " " " " " " " " " " " " " " " " " " " "
```

ATARI CLASSICS: Final Farewell

August 10, 1994

It pleases me greatly to report that the issuing of refunds to all former subscribers to the old AC is now essentially complete, and as of this date the original publication may be considered officially terminated.

I wish to officially announce my departure from the AC Staff, and

hereby declare my resignation therefrom in the positions I occupied, Managing Editor and Circulation Editor.

The status of refunds at this time is as follows:

- 1.) A batch of 88 refund checks, representing the last of the American refunds and all of the Canadian refunds, was posted on August 9 and should be in the hands of their intended recipients shortly.
- 2.) A batch of 18 IPMOs and bank drafts, representing refunds to overseas subscribers, was posted today. The IPMOs will take a few weeks for postal processing before final delivery.
- 3.) Unicorn Publications is presently working up 17 credit card refunds to overseas subscribers. Notices of account credits will be mailed out shortly by Unicorn Publications from Ann Arbor, Michigan.

All together, a total of 351 refunds has been/are being issued. The refund policy as announced in the April AC was followed very nearly as given, except in the case of Australian refunds: one Australian refund was denied and the remainder made by bank draft, in consequence of the discovery that IPMOs are not available to Australia.

The entire stock of back issues of the old AC has been transferred to the magazine's new management in California, including back issues of the AC Software Disk. I will no longer respond to inquiries concerning back issues or subscriptions to AC. Individuals desiring such information about the new AC should contact:

ATARI CLASSICS Magazine
5507 Langford Court
Concord, CA 94521
ATTN: Jim Hood, Managing Editor

A number of people have asked what role I will play in the new AC. I've made myself available to the new management in a consulting/support capacity over the past 6 months and expect to continue in that role for as long as they desire my services. Many people have begged me to continue my "Alchemist" column in the new AC, but regrettably circumstances will not permit me to make contributions of that nature in the foreseeable future.

In consequence of unprecedented instability now sweeping the U.S. pharmaceutical industry in the wake of political turmoil surrounding the Clinton national health plan proposals, many scientists in that industry are experiencing the loss of their jobs and wreckage of their careers. I am one of them. In June the department where I worked for 13 years was abolished, and I became unemployed. A few weeks later I received news that my mother has been diagnosed with terminal cancer. In a few days I'll be leaving for an extended visit to Mesa, Arizona to attend my mother's needs. I trust the 8-bit community will forgive me for placing these serious concerns far above any continued participation in Atari magazines. However, I anticipate being an 8-bit user for quite some time to come, and of course I'm a charter subscriber to the new AC.

The slow pace of refunds over the summer on the part of Unicorn Publications initially hobbled the efforts of our California colleagues to restart the magazine. Many loyal readers apparently held off subscribing to the new AC until they had received their refund from the old AC. By encouraging Unicorn to complete the refund process in a timely manner I expect to see a corresponding boost in support for the new AC in the weeks ahead. Feedback I've received from readers in response to the refund program has consisted mainly of expressions of

astonishment that the policies stated in the April issue were actually followed and people had a cash refund in hand from an Atari magazine for the first time in the history of Atari computers. I'm very proud of the legacy AC established in dealing "up-front" with its loyal supporters and hope the new management will continue the tradition.

I don't have any real figures for the present level of support for the new AC, but reasonable estimates place it at around 200 paid subscriptions. Based on my experience I believe the revived publication will probably top out with a subscriber base in the range of 300-350. Unpublished manuscripts remaining in my hands were turned over to the new management following their promise to continue the same policies toward author compensation that I originally established. Recently they've begun aggressively recruiting a staff, and I'm pleased to report many of the former AC Staff will be serving the new publisher. I'm also aware the new management has been in contact with Unicorn Publications to secure transfer of the magazine's 2nd Class mailing permit. They've also made local arrangements that will permit them to print the new AC far more cheaply than Unicorn did, which means they'll be able to survive financially with a smaller subscriber base. All indications point to a revival of AC very soon, I would guess September but must admit that's purely speculative.

Finally, many people have questioned why it was necessary to shut down AC and start it up anew instead of just having the old publisher turn over operations to the new. First, I must point out that plans to shut down AC had already been laid in January 1994, well before Bob Woolley became actively involved in saving the magazine and securing a new publisher. Once the presses began to roll it was too late to stop the process; the best I could do was extend support to the new effort. Second, back in February no one knew what level of support a revived AC might attain. Staff morale was extremely low due to the sharp falloff in renewals in Dec.'93/Jan.'94, and even Bob Woolley and Jim Hood were concerned there might not be enough support to warrant their continuing the effort. The whole period of January-May 1994 was fraught with unknowns, anxiety, chaos, and instability--punctuated by power blackouts and disruptions caused by the Killer Winter of '94 (which left me with \$2,000 in property damage and a huge mess to clean up). For Unicorn to turn over AC to an unknown third party in such a climate would have been an act of catastrophic stupidity. Due to the uncertainty of future support, Bob Woolley and I mutually agreed any continuation of AC would have to be an independent effort. And finally, neither the Staff nor Publisher of AC had the authority to transfer the magazine's operations even under ideal conditions. Had AC been threatened by some external event (for example, the collapse of its publisher), it would have been within the scope of my authority to transfer the operation elsewhere. But instead, AC was threatened by a failure of support from the very community that brought it into existence. In conferring with Jeff McWilliams (de facto representative of the 615 people whose response to the mail campaign of 1992 authorized him to ask me to start the magazine), we agreed that in view of the situation the correct response was to "give AC back" to the community that authorized its existence. The only way to do that was to release the Staff back to the community and distribute the magazine's financial resources back to the community. We have in effect given AC back to the community from whence it sprang, in consequence of the community's failure to support the original mandate.

People should bear in mind that the revival of AC in California is totally independent of the original AC. All the support given by

Aug 1, 1994

<[Chris] C.CARPENTER3> Tonight's BBS&TC RT TalkAbout has a very special guest speaker...Tim Purves!

<[Tim] TIMPURVES> We ready to start?

<[Rich Link] R.LINK1> I'm ready.

<[Criss Cross] C.WAWRZYNIAK> Me too!

<[Chris] C.CARPENTER3> He will be talking about his new BBS software for the Atari 16-32 bit computers and Windows NT. I guess I'll let you take it from here Tim. Go ahead and start. :)

<[Tim] TIMPURVES> Ok follows is a brief feature list.

Purves Enterprises - MultiUser BBS

Features:

Enhanced scripting language for extending BBS.

- large integers

- local variables

- file I/O

- database access

- Easy migration of MichTron MCL source scripts.

- Access to all user level variables from script language.

Support for multiple download and upload protocols, including ZMODEM.

65536 security levels.

26 separate Message areas.

26 separate File areas.

Support for listing of archive files.

Support for high speed modems (not with DC-PORT)

Full screen editor

ANSI support

External serial support modules.

External protocol support modules.

External archive support modules.

Available on Atari ST, and Windows NT

Target release 3QTR 94

<[Chris] C.CARPENTER3> Looking good Tim, sounds like quite a piece of BBS software.

<[Tim] TIMPURVES> Questions?

<[Rich Link] R.LINK1> Yeah, I have several.

<[Dana] D.JACOBSON2> me too!

<[Tim] TIMPURVES> go ahead

<[Tim] TIMPURVES> Rich.

<[Chris] C.CARPENTER3> One at a time please...go ahead Rich.

<[Rich Link] R.LINK1> i just recently switched from BBS Express Pro to Transcendence.

<[Rich Link] R.LINK1> I have been getting this transferred but I have a wish list of features

<[Rich Link] R.LINK1> That I don't have available.

<[Tim] TIMPURVES> You can always drop them to me in EMAIL.

<[Rich Link] R.LINK1> Specifically, Quickmail and Usenet access. Will you have any of those?

<[Tim] TIMPURVES> I have been playing around with UUCP and internet news, it maybe added as an external module, one of the things I have tried to do is make the BBS extendable, and even have an API for developing these types of things.

<[Tim] TIMPURVES> <ga>

<[Rich Link] R.LINK1> That would be good to have. Smaller local boards seem to benefit greatly from internet access since those areas are quite active.

<[Rich Link] R.LINK1> How are you going to address the serial port limits on the normal ST?

<[Tim] TIMPURVES> I agree, I have an internet news feed here and I spend more time than I would like reading it... <ga>

<[Chris] C.CARPENTER3> If you're done Rich, Dana's next...GA Dana.

<[Dana] D.JACOBSON2> With DC-Port, 9600 with non-HST modems? Also, what would be required to switch from MBBS 3.0 to this? <GA>

<[Tim] TIMPURVES> Rich, it supports the DC-Port.

<[Rich Link] R.LINK1> Thanks

<[Rich Link] R.LINK1> ga

<[Tim] TIMPURVES> Dana, the problem with the DC-Port is the lack of CTS/RTS it limits the usability of high speed modems. <ga>

<[Dana] D.JACOBSON2> Ok, how about the switch from 3.0 to this new version - what's involved?

<[Dana] D.JACOBSON2> GA

<[Chris] C.CARPENTER3> I have one question Tim...will your BBS support RIP graphics?

<[Tim] TIMPURVES> Dana, to move from MBBS 3.0 to This system requires running a conversion program that converts the file and user profiles. MCL will require the original source and slight modifications to the new syntax (simple mods) and a recompile. <ga.

<[Tim] TIMPURVES> RIP Graphics I have not looked at, but the script language will output any "codes" required.

<[Dana] D.JACOBSON2> And will those new syntax codes be documented?

<[Tim] TIMPURVES> Dana, yes well documented.

<[Tim] TIMPURVES> It's is a very painless procedure.

<[Dana] D.JACOBSON2> ahhhh, that's good to hear!

<[Dana] D.JACOBSON2> prices?

<FINOCCHIARO> Dana I have seen the RIp and they are somewhat like the iGs files... the local terminal program does all the real work for the graphics and should be easy to set up....

<[Dana] D.JACOBSON2> I've never really gotten into online graphics much, but may now!

<[Tim] TIMPURVES> The current plan is \$39.95 + shipping for a competitive upgrade from _ANY_ BBS software and \$59.95 for a retail release.

<[Dana] D.JACOBSON2> Sounds good to me, where do I sign?

<[Dana] D.JACOBSON2> <g>

<MIKE.KELLER> purchase direct from you?

<[Criss Cross] C.WAWRZYNIAK> A question Tim...

<[Tim] TIMPURVES> I am still working out the details but it will ship 3 Qtr at the latest. I will be handling direct sales for the short term.

<[Tim] TIMPURVES> The documentation is in the final stages.

<[Tim] TIMPURVES> Criss. <ga>

<[Criss Cross] C.WAWRZYNIAK> Will it be MultiTOS and/or Geneva friendly?

<[Tim] TIMPURVES> Criss, Not at the current time.

<[Dana] D.JACOBSON2> Could you talk a little about the external modules?

<[Tim] TIMPURVES> The BBS supports externally written C (or C++) modules that are loaded and linked into the BBS as startup, this allows me to add features by distributings new modules.

<[Tim] TIMPURVES> They automatically extend the script language to allow them to be called. <ga>

<[Dana] D.JACOBSON2> So we can do archiving and transfers externally?

<[Tim] TIMPURVES> File transfers can be added, and archiving could be developed the external modules are not standard TOS files, but a special format that is aware of the multitasker.

<[Rich Link] R.LINK1> Will there be any conversion routines for BBS systems other than MBBS, such as Transcendence or BBS Express ST? The conversion process can be lengthy when you have to rework the file descriptions, plus message bases usually have to start over.

<[Tim] TIMPURVES> Rich, the database formats are standard DBF files, and conversion programs could be written, I am going to try and avoid the file conversion business.

<[Tim] TIMPURVES> <ga>

<[Dana] D.JACOBSON2> Same message editor? <g>

<[Rich Link] R.LINK1> DBF format would be great. You could process it through any number of dbf converters.

<[Tim] TIMPURVES> No, completely new full screen editor.

<[Tim] TIMPURVES> Rich, that was my plan. <g>

<FINOCCHIARO> What is the message line limit of the message bases Tim? <ga>

<[Tim] TIMPURVES> Mike, sysop definable to 1000 lines.

<[Tim] TIMPURVES> <ga>

<[Dana] D.JACOBSON2> quoting functions?

<[Tim] TIMPURVES> Dana, limited.

<[Tim] TIMPURVES> <ga>

<FINOCCHIARO> Great... did you add the batch file..in the background option we spoke about?

<[Tim] TIMPURVES> Mike, there is a background script that you can start to perform background functions, it logs onto a virtual session.

<[Tim] TIMPURVES> <ga>

<[Chris] C.CARPENTER3> Tim, will the documentation be complete enough to allow third party support of external modules?

<FINOCCHIARO> Sounds good... I had a few ideas for the MNET..also can we dial out from within the bbs to do mailings?

<[Tim] TIMPURVES> Mike, you can via the script connect to one of the ports and "script" to another system

<[Rich Link] R.LINK1> Tim, you mentioned an NT version. Why NT and not a normal Windows version or DOS version. Seems like it would limit the available purchase base. Also, will the ST and Win-NT version have any "network" facilities?

<[Tim] TIMPURVES> Chris, I plan to sell an "construction kit" that documents the API.

<FINOCCHIARO> This is sounding better all the time... if we can do this it will eliminate having to shut down during mail transfers... Is the printer Dameon working that was one option I like to have online..

<[Tim] TIMPURVES> Rich, With Chicago on the wings, I have developed to the Win32 API, it will allow me to target the low end and the high end.

<[Chris] C.CARPENTER3> So it will run under Chicago when Chicago is released Tim?

<[Tim] TIMPURVES> Mike, printer daemon? please clarify.

<[Tim] TIMPURVES> Chris, yes. I am considering a GUI interface as well.

<[Rich Link] R.LINK1> How many nodes will the system handle on an ST? how many on a Win-NT or Chicago system?

<[Tim] TIMPURVES> Rich, what type of networking? It will support standard file system type of networking, as far as messaging that would have to be developed.

<FINOCCHIARO> We had requested the ability to go to a printer which I would use a bit here to save hard copies of messages etc... you had mentioned you had added it at one point.

<[Dana] D.JACOBSON2> MNET!!

<[Tim] TIMPURVES> Rich, 3 lines on Atari, NT is limited to the Win32 API 255 modems.

<[Tim] TIMPURVES> Mike, Ok the printer spooler support. Yes that is in there.

<[Chris] C.CARPENTER3> (the GUI was what I was wondering about when I mentioned RIP, great news Tim!)

<[Dana] D.JACOBSON2> Rich - there is networking available now, thanks to Mike!

<[Tim] TIMPURVES> The GUI is up in the air, if the BBS pans out it will be developed and free to the SYSOPS of the BBS.

<[Dana] D.JACOBSON2> What's the name of the program, btw?

<[Dana] D.JACOBSON2> <g>

<M.HILL13> What networking software are we talking about for the ST?

<FINOCCHIARO> We have to change it to something else Dana....

<R.LEVETIN> Will it run on a Mega STE and take advantage of the multiple serial ports

<[Tim] TIMPURVES> I have then just calling the PEBBS, but I need a good name.

<[Chris] C.CARPENTER3> You might also give everyone your support address and BBS phone # also Tim.

<[Dana] D.JACOBSON2> Mike, it's a combo GFA/MCL external/internal feature.

<[Dana] D.JACOBSON2> Mike, name?

<[Tim] TIMPURVES> R.LEVETIN, not out of the box, but an external module can be developed (and probably will be if it takes off).

<[Rich Link] R.LINK1> I never got involved in the PRO networks. It would be nice to be able to connect with other types of BBS systems such as FIDO, not necessarily Atari type systems.

<FINOCCHIARO> Michtron Network

<[Dana] D.JACOBSON2> Mike F. - we can re-name to fit Tim's new name change!

<[Chris] C.CARPENTER3> FIDO compatibility is almost a must, nowadays.

<[Tim] TIMPURVES> Fido? Really?

<FINOCCHIARO> Tim you mentioned a front end to allow interfacing to networks easier..did you do anything with that?

<[Mike] M.HILL13> I came in late. Any info on price, availability. ST wise that is.

<[Chris] C.CARPENTER3> I think so, Fidonet and Atarinet (and all the other Fido-like nets) are really big, Internet too.

<[Tim] TIMPURVES> The script language has complete database and file I/O support, it could be developed in the script language or in external modules.

<[Tim] TIMPURVES> Mike, \$39.95 competitive upgrade, \$59.95 retail, availability 3 qtr 94

<[Chris] C.CARPENTER3> Mike, there will be a transcript of this conference up in library #22 in the next 24 hours so we don't have to backtrack too much.

<[Tim] TIMPURVES> Any other questions?

<[Rich Link] R.LINK1> How about CDROM support? Would I be able to add a GEMINI Atari disk?

<[Dana] D.JACOBSON2> Tim, new protocols and arc-listing functions?

<[Mike] M.HILL13> Will it support networks such as Mikenet/Little Net for multiple ST running more nodes (assuming they registered that many nodes!)

<[Tim] TIMPURVES> CDROM is looked at just like another hard disk there is nothing special about CDROM.

<[Chris] C.CARPENTER3> Have you included anything in the code to allow for simultaneous ul's/dl's or the ability to ul/dl and go off to read messages, etc. at the same time Tim?

<[Tim] TIMPURVES> Dana, in the box ZMODEM upload and download is supported, and ARC,LH?,ZIP are supported.

<[Dana] D.JACOBSON2> great

<[Tim] TIMPURVES> Chris, there is no multi sessioning built in.

<[Chris] C.CARPENTER3> With say 3 nodes, will there be any way of

users interacting?

<T.RODRIGUEZ4> SEE YA LATER, IT'S BEEN NICE CHATTING WITH YOU G

<[Tim] TIMPURVES> Chris, absolutely! There is multiline chat and dial build in.

<[Dana] D.JACOBSON2> Tim, what was "removed" from 3.0, anything?

<[Tim] TIMPURVES> The editor, and artifical limits.

<[Tim] TIMPURVES> It has been re-written from the ground up in C++.

<[Dana] D.JACOBSON2> Will there be an "un-compiler" for old MCL files?

<FINOCCHIARO> Explain the DIAL BUILD IN

<[Dana] D.JACOBSON2> Just in case!

<FINOCCHIARO> SHame Dana no source backups?

<[Tim] TIMPURVES> Dial, like in MBBS to "dial" the user on the other line.

<[Dana] D.JACOBSON2> hehe, just makin' sure!

<[Tim] TIMPURVES> Dana, no. But It could be looked at if there is a need <g>

<[Dana] D.JACOBSON2> Hopefully not!

<[Dana] D.JACOBSON2> When will you start accepting orders?

<[Tim] TIMPURVES> Well I am getting married in two weeks, so My plan is Sept 1 to take orders and ship.

<[Rich Link] R.LINK1> Well, I'm gonna take off. Things sound very interesting. While I don't plan on making any changes in my system right way, I'll be watching for reports of the new system and seeing what the comments are from the sysops.

<[Rich Link] R.LINK1> Good luck on the wedding....

<[Dana] D.JACOBSON2> Married!! NOOOOOO!!! <g>

<[Tim] TIMPURVES> Rich, thank for stopping by.

<[Janie BBS&TC] PITAKIA> Night Rich and Thanks for coming.

<[Joe@STReport] J.MIRANDO1> OH NO!! DON'T DO IT, TIM! (:^{>

<[Chris] C.CARPENTER3> We still need an address and support BBS #...but if you're getting married you may not want to give that out til after Sept. 1. :)

<[Dana] D.JACOBSON2> You mentioned existing mail and files have a conversion, how about SIG set-up and other .BBS files?

<[Tim] TIMPURVES> Chris, I have not set up the order line setup yet.

<FINOCCHIARO> Good Luck Tim...your computer time will now be limited to what she lets you have heheheheheheh..

<[Tim] TIMPURVES> Dana, currently the conversion program handles the config,user, and file listing files.

<[Dana] D.JACOBSON2> Is there a comparable MAINT.PRG?

<[Tim] TIMPURVES> Yes.

<[Dana] D.JACOBSON2> okay, that's what I think I meant! <g>

<[Chris] C.CARPENTER3> Tim, will there be a game (Doors) area and if so will it handle currently available doors prgs?

<[Dana] D.JACOBSON2> It is going to be painless to convert!

<[Tim] TIMPURVES> Dana, that is the plan.

<[Dana] D.JACOBSON2> I like that plan!

<[Dana] D.JACOBSON2> Will you be running a "Griffin" system again for support?

<[Tim] TIMPURVES> Chris, because of the multitasking nature of the BBS, it requires the "external" programs to be written in the script language or the custom API.

<[Chris] C.CARPENTER3> Well we'll just have to work on that one... :)

<R.LEVETIN> Griffin would be a good name for the BBS

<[Tim] TIMPURVES> Dana, I will be running a support BBS on Windows NT sharing the line with my internet feed.

<[Tim] TIMPURVES> I don't want to use the Griffin name.

<[Dana] D.JACOBSON2> bad memories!

<[Tim] TIMPURVES> That was the MichTron logo. <g>

<[Dana] D.JACOBSON2> That's why I "apostrphed" it!

<[Dana] D.JACOBSON2> apostrphed?

<[Chris] C.CARPENTER3> I'd call it PURfect BBS or something (to get part of your name in. (:)

<[Dana] D.JACOBSON2> <RBG>

<R.LEVETIN> I know it was there logo but not their name. Just a thought for familiarity.

<[Dana] D.JACOBSON2> TPBBS - we've been telling you for years!

<[Dana] D.JACOBSON2> <G>

<[Tim] TIMPURVES> I hope there is still interest in the Atari version of the software, I know of at least two people. Dana, TPBBS does have a nice sound doesn't it.

<[Dana] D.JACOBSON2> There are more than 2, trust me!! I even have Don Thomas converted!

<[Tim] TIMPURVES> What about MultiTOS are you guys using it?

<[Dana] D.JACOBSON2> There just aren't any real good packages out there (nothing personal guys!).

<FINOCCHIARO> You can say that again DANA.... I will be ordering the ST as well as the IBM version Tim.. My only disappointment is that now I have to get WINDOZ...NT I did a lot of work on my IBM for the BBS and tested it that way...but Progress is the name

<[Dana] D.JACOBSON2> Geneva - no MTOS!

<[Tim] TIMPURVES> MikeF, wait for Chicago, it will run it also.

<[Chris] C.CARPENTER3> I think there are a lot of Atarians that are just floundering around looking for a really good third generation BBS. You may be surprised by the response from the Atari world Tim!

<[Dana] D.JACOBSON2> I agree Chris!

<[Tim] TIMPURVES> Geneva, is not a TOS program multitasker is it?

<[Dana] D.JACOBSON2> yup, as long as the program is run from a window

<[Dana] D.JACOBSON2> or do I misunderstand?

<FINOCCHIARO> Up until now I was planning to run to IBM...but now the ST will stay online until it DIES of old age.....

<[Dana] D.JACOBSON2> hehe

<R.LEVETIN> So it will not be able to run external programs like turbo or forem On-line games?

<[Tim] TIMPURVES> I have not looked at the other multitaskers, mine seems to work fine.

<[Tim] TIMPURVES> R.Levetin, no because of the multiline capability it will not allow it.

<[Criss Cross] C.WAWRZYNIAK> Yes, I'm a MultiTOS user myself.

<[Chris] C.CARPENTER3> Well folks, believe it or not it is already the top of the hour already...This ends the official TalkAbout, feel free to stick around and chat if you want. I'll leave it up to you Tim as to when you feel it's time to quit. :)

<FINOCCHIARO> You just reminded ne of one problem I saw with 3.0 where the text from one user was being displayed onto another users screen...is that fixed?

<[Dana] D.JACOBSON2> Tim, will you answer questions via Mail?

<[Dana] D.JACOBSON2> Yer right Mike, that was/is a problem!

<[Joe@STReport] J.MIRANDO1> Well, I've gotta go. Good luck, Tim, it

sounds impressive. I'll get more info from that Dana guy. (;^{>

<[Tim] TIMPURVES> MikeF, there was an obscure bug that was fixed.

<[Dana] D.JACOBSON2> hehe

<[Tim] TIMPURVES> Dana, yes.

<[Tim] TIMPURVES> Joe, thanks for stopping by.

<[Dana] D.JACOBSON2> I gotta run too, looking forward to the transcript!!

<FINOCCHIARO> see ya Dana...

<[Dana] D.JACOBSON2> Thanx Tim!! Looking forward to TPBBS real soon!!

<[Janie BBS&TC] PITAKIA> Night Dana!

<[Tim] TIMPURVES> Night Dana.

<[Tim] TIMPURVES> It's been a long time in the development, I think everyone will be pleased.

<[Chris] C.CARPENTER3> Before many more leave I want to take this opportunity to thank Tim for coming tonight and for his devotion to the Atari community! :) (and not one question about ST Aladdin Tim!).

<FINOCCHIARO> Tim...could you give us an idea as to how many commands have been changed?

<[Tim] TIMPURVES> Chris, can you believe it!

<[Tim] TIMPURVES> MikeF, most have stayed the same, quite a few added, the goal was to provide a smooth transition.

<R.LEVETIN> Good luck with your up coming marriage. I'll be heading off as well/

<[Chris] C.CARPENTER3> Just goes to show how interested everyone is in your latest Atari BBS software.

<[Tim] TIMPURVES> R.LEVETIN, thanks for stopping by.

<[Janie BBS&TC] PITAKIA> Night R.L.

<[Chris] C.CARPENTER3> Yes, good luck with your marriage, may it last as well as mine and Janie's! :)

<[Tim] TIMPURVES> I waited long enough, it's time. <g>

<[rod] R.WELLS6> good luck tim look forward to the new bbs program... going to play a little castle wolf 3d on the jag...

<[Tim] TIMPURVES> Rod, thanks for stopping by.

<[Janie BBS&TC] PITAKIA> Night Rod!

<FINOCCHIARO> Opps sorry I'm not a touch typist... and missed ok Thanks Tim By the way save number 1001 in both versions for me and GOOD Luck with your marriage... I have my 28 years in and it has

all gone well..

<[Tim] TIMPURVES> MikeF, you got it. and thanks for your support.

<FINOCCHIARO> No Problem...this kind of software is hard to come by and I sure want to keep it coming

<FINOCCHIARO> By the way add split screen to Aladdin if you ever redo it....

<[Tim] TIMPURVES> Mike, it never ceases to amaze me how addicting it is working on the BBS, you add one thing and before you know it you have added several.

<[Tim] TIMPURVES> Mike, press F6

<[Chris] C.CARPENTER3> Tim, do you have some sort of pre-release PR for your software that the BBS&TC RT (as well as the Atari ST RT, etc.) can put up in our libraries?

<[Tim] TIMPURVES> Chris, I need to develop one. I didn't want to post it until I was taking orders.

<FINOCCHIARO> Ok Tim... I have to sit sown and read the manual on this one of these days...

<[Chris] C.CARPENTER3> Okay...well everyone's going to be reading the transcript from this RTC and you'll have them really chomping at the bit when you officially release it. :)

END OF LOG.

JAGUAR SECTION
=====

Wolf 3D Review!
Dino Dudes 'Real Life' Review
Video Games Ratings Debate, and More!

> From the Editor's Controller "Playin' it like it is!"
"=====

Could it be that the tide is changing? It looks like the long drought of games has been stemmed. Wolf 3D has been out for a couple of weeks and now Brutal Sports Football has started to make the rounds. Word has it that games such as Alien vs. Predator, Doom, Club Drive, and Kasumi Ninja are just around the corner. Also rumored is the fact that there may be five or more 3rd party games from Europe ready for production, or already in the process. As soon as we learn more, this will be one of the first sources for you to learn about them!

Marty Mankins' long-awaited "real life" review of Dino Dudes is finally here! Be sure to check out this humorous review with a modern

BRUTAL SPORTS FOOTBALL - ARCADE ACTION

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> Jaguar Game Title STR Review - "Wolfenstein 3D"  
      "===== -- Available Now =="
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Enter William J. "B.J." Blazkowicz, literally a one-man army. He's an expert in espionage and the martial arts. In fact, he's so talented that he reports directly to the President! B.J.'s

assignments: to seek out and destroy Hitler's domain of evil and then to seek and destroy Hitler himself. Welcome to Wolfenstein 3D!

Your mission is to take on the role of B.J. Blazkowicz and to successfully complete 6 missions, each with varying numbers of levels to complete. Finishing each level is no easy task, for at the end of each level you must defeat one of Hitler's monstrosities in order to take on your next mission. This is a challenge in of itself!

Let's get to the basics before getting into the game itself. This is one of those games that includes an overlay for your controller. Carefully "install" the overlay (watch out for the blood spills!), plug the game cart in, and power up the game. You'll see the usual Jaguar blood-red logo (how appropriate for this game!). Press any of the fire buttons and you'll come to another rotating scene. I recommend that for the first time you load this game that you let the title screens play out and then watch the game demo screens to give you an idea of what's in store!

Okay, you have an idea of what to expect, so let's get set up so you understand the controls. The defaults for the fire buttons are:

- A - Speed
- B - Fire weapon
- C - Open/Strafe

The speed button can be used for quick getaways, especially from the end-bosses! Use this button in conjunction with the joypad.

The fire button will allow you to fire the current weapon that's shown on the screen. Holding down the fire button will cause your weapon to rapid-fire, so use only when necessary.

The open/strafe button allows you to open (and close!) doors and secret passages. The strafe function is still oblivious to me at present!

The "option" button allows you to cycle through the various weapons that you presently possess. The "pause" button allows you to pause the game for a breather or a pensive moment!

The joypad allows you to move right, left, forward and backward. Holding down the open/strafe button while turning right or left allows you to "slide" in either direction while facing forward rather than turning in the chosen direction.

Unlike previous games, the number keys aren't all functional. The 1,2,and 3 keys are used to save a game to the corresponding numbered slot. While this function is nice, it's not as useful as you may think. More on this later. The number 5 key is your most important function as it allows you to view a map of the floor's layout. An important tip to remember is this map only shows you those floor plans of the portions of the floor you've seen. Personally, I find this better than having access to the entire map as I know where I've been and where I have to go. Your current location is signified by a yellow arrow, showing where you are and in what direction you're facing. The 0 key toggles the music on and off. And like all previous games, hitting the # and * keys simultaneously will restart the game. You can also adjust the music and sound effects volume by pausing the game and selecting the A button to access the music volume and the B button to

access the sound effects volume controls.

Let's get ready to start a game! Once you've memorized the control settings, you're ready to prepare to play. After you've finished viewing the title screens and perhaps the demo scenes, press any of the fire buttons. This will take you to the menu screen where you begin all new or saved games. The menu screen is broken up into 3 sections: Start, Difficulty, and Controls. You can scroll up and down with the joypad to get to any of these options. While at an option, scrolling right or left will change the selections. For example, while in the Start option, you can start a new game, the last game played, or one of your 3 saved games. Difficulty levels are: easy, normal, extra carnage, and total carnage! The higher the degree of difficulty will determine how resilient you are to enemy fire as well as your enemies' resilience. Also, the more difficult settings will also mean that your enemies fire more often (and usually with better accuracy!). The controls option will allow you to change the default controls for the fire buttons.

Once you've made your selections, you're ready to play! Press any fire button for your first presidential mission briefing. Once your mission is known, press a fire button for your first level, first floor. What you'll see is the first room. You'll always know your starting point by "spinning around" with your joypad and seeing a solid silver/blue/gray wall plate. On the map, this will also be distinguishable. Looking at the screen, at the bottom, you'll also see three items of importance. Always keep an eye on these factors, your life could depend on it! On the far left is you. It's almost like looking in the mirror, isn't it?! At full health, you've got an arrogant, almost too cocky look. Notice those eyebrows slyfully twitching! You'll also see a figure signifying the number of health points currently available. You'll start off a new game with 100 health points. As you take hits, those health points will rapidly decrease; and your face will show the effects! In the lower middle of the screen, you'll see a weapon. You initially start off with a pistol and a knife, although you'll never see the knife unless you run out of ammo. If this happens - pray, as you most likely don't have long to live! Ignoring the knife, the pistol is your least-effective weapon. To "exchange" it for the next level of weapons, the machine gun, you're going to either find one in your travels, or take one from one of your dead victims! A word to the wise: the only weapons that you can remove from one of your victims are pistols and machine guns. Additionally, as you kill one of your enemies, they conveniently leave behind a full "clip" of bullets, 10 bullets to a clip. However, weapons with better killing power lie waiting for you throughout the level:

Flame thrower - my personal favorite! A couple of fiery bursts will take out any enemy but the end bosses; sometimes more than one soldier at a time!

Rocket launcher - another versatile weapon which fires rockets which will take out any soldier with a single blast. These nazis occasionally come at you in single-file. Fire at the lead one and watch as these rockets sear right through them all with a single shot! Aim well as this weapon usually needs to be right on target to have optimal effect.

Chaingun - this weapon is a portable Gatling gun. It has a rotating barrel, which allows you to fire a continuous stream of bullets - a couple at a time or rapid-fire for as long as you have

bullets to feed it. Caution though, this weapon will rattle off huge amounts of bullets if you're not careful. However, as mentioned above, your victims do leave behind ammo for the taking. You have no feelings, take it when you need it!

A fun part of using these weapons is listening and watching the sound and visual effects for each weapon. Using the knife, you can hear and see the slashing of the blade as you wield it against your enemy. Hear the pistol crack and watch the recoil. The machine gun kicks and you'll hear the rat-a-tat-tat firing. The chaingun smokes as the barrel turns and blasts away with multiple bullets. Watch and hear the flames erupt from the flame thrower. Watch the flames fly through the air as they head toward their intended victims. The rocket launcher kicks and flames as it propels a visible rocket through the air, and usually through its victims. Great effects!

On either side of your weapon depiction, you'll eventually see either a blue or gold key. Once you've found a key (see below) each of the possible two will be shown.

Along the way through your mission, you're going to come across some valuable items to make your mission a success. Not finding them or leaving them behind could mean your doom or failure to complete your mission. Grab what you can use and remember where an item was in case you need it later! Also remember that there is a limit as to how much of an item you can carry at one time, so use these items to the best advantage. Here are the items that you'll need to watch out for in your travels:

First Aid kits - probably one of the most valuable items available to you. Fortunately for you, the nazis' stolen cache of kits is strewn throughout the area; some of them are hidden away so be prepared to search. Each kit will restore your health by 25 points. Be frugal because these kits cannot boost your health beyond 100 points, If you're only down a few points, don't waste using a kit unless you know you're about to face a large enemy force, or an end boss!

Dinners - Your enemy has to eat and food is plentiful in many areas. You're not picky, you'll eat their food. These dinners will increase your health by 10 points each. Again, you cannot go beyond 100 points, so don't bother to try.

Dog food - That's right, I said dog food!! The manual doesn't mention this, however. Man's best friend is still the dog. Trust me, be grateful for that! Your enemy has trained a great number of German Shepherds as guard dogs. They're vicious and need to be fed also. If you're lucky, you can storm into a room and find an occasional bowl of dog food. It may taste horrible, but you're tough - you'll eat anything, especially if it will restore 3 or 4 health points!

Ammo - You can never have too much ammo - you'll use it with great abandon! There are numerous types available to you throughout your mission. Grab it all whenever and wherever you can! Available:

- Ammo clips - Shoot a guard, take his ammo, 10 bullets each.

- Ammo boxes - 40 bullets each.

- Ammo packs - Increase the maximum number of bullets that you can carry at one time. Total max - 350 bullets.

- Gas cans - 40 fiery blasts, total max - 99 shots.

- Rocket boxes - 40 rockets each, total max - 99 rockets.

Keys - Not all doors will open with just a touch of the "open door" fire button. You'll know these doors when you see them. Instead of a door handle, you'll see wither a blue or gold keyhole. You'll need a corresponding blue or gold key to open these doors, Otherwise, all that you'll get when you try to open these doors is a resounding click. These keys can be found out in the open at times, or behind a secret panel. You can also depend on every end boss having a gold key, but you must kill him first to get at it! You may not need to get into these locked rooms to complete the level, but you may need some of the items that are hidden away to survive!

Treasure - The nazis were infamous for stealing treasure of the world and hording it. Not only do you want to steal it back from them, but each item is valuable to you in other ways - each item restores your health by 4 points! And what's makes these treasure items even more valuable is the fact that your health can be increased beyond 100 points! These are the only items that can do that (with one exception as described below). A valuable tip: when your health is low and you are near both treasure items (a chest, cross, or crown) and first aid kits - take the first aid kits first to reach 100 health points, and then the treasure to go beyond 100 points. If you do it in reverse, you'll waste the additional health value these items possess!

One-ups - I have no idea why the manual refers to these items as one-ups. I guess they had to name them something! I prefer to call these items "B.J. Maximum Health Pods"!! These items are round blue "pods" with B.J.'s face on them. Regardless of our current health status, taking one of these items will boost your health to 200 points. Don't waste these! If there are 2 in a room (a rarity!), taking them both won't help. More than likely, you'll need the additional ones later and you can't "stock up" for later use!

So, that was a summary of the good things to come. What about the bad? These fortresses and castles that you're about to invade are full of surprises. You'll be inside some mazes with one or more exits. You'll encounter secret rooms and passages that you'll only find by "tapping" on walls, pictures, or tapestries. What's more, these places are manned to the teeth!! And even worse, there are evil monstrosities to overcome to escape with your mission intact! Let's see what we're going to face!

Guards - These are the most common soldiers that you'll face, especially in the lower levels of the game. Dressed in brown fatigues, including helmet, these are the weakest and easiest to kill - not to mention that they're "stupid" as well (but they can kill you just as easily as any other of the enemies!). These enemies always bark out a warning "achtung" when they see, or hear, you coming. They wear no body armor (body armor??) so they can usually be killed with a shot or or two. They're slow to react to you, but once they do they'll come running at you with abandon. Fortunately, they only carry pistols (single shot) and stop to aim before they shoot. They are easily dispatched.

German Shepherd - These dogs are vicious enough left alone, but the ones that you'll face are fast and extremely vicious. They'll rip you apart if you don't kill them quickly. They seem to know when you're about to shoot, as they dodge very well. A well-aimed single shot will kill them, but your timing must be good if you're limited to your knife, pistol, or machine gun!

S.S. Guards - The S.S. guards are more elite than your typical guards. Dressed in blue, these men are protected with thick vests making them more difficult to kill. Although they're not easily surprised, some do bark a warning of "SS" when they become aware of your presence. These guards are armed with machine guns, and they're trained for accuracy, especially at close range!

Officers - These are toughest of the 3 types of soldiers that you'll meet. Although their "armor" is light and they only carry pistols, they're quick and able to dodge well while coming at you. They're easier to kill than the S.S. guards, but you need to aim well and quickly to shoot them. They're also usually silent and have no qualms about shooting you in the back! Then again, none of your enemies mind shooting you from behind!

Mutants - The nazis were known for their horrendous experiments on their victims. This game is no different. As you get to the lower levels of the game, you'll also encounter the living proof of these experiments. These mutants appear to have knives for hands and a machine gun attached to their chest! It's difficult to be positive as to get close enough to a mutant to see means almost certain death for you. They come at you with arms slashing and chests blazing. They also are harder to kill with mere bullets (although a few rounds will do the trick); using the flame thrower or rocket launcher is much easier when faced with these monsters! If you don't see them first, you'll know they're there when they start slashing you with growls of pleasure! They can finish you off very quickly if you don't get them first. They'll also keep shooting at you even though they've been hit by a few rounds of bullets. Finish them off quickly.

End Bosses - You'll wish that you were back in a room full of mutants after you've encountered your first end boss! There's an end boss for every level, on the final floor of each. As you go from mission to mission, the end bosses get more difficult to kill. There's even a secret floor where you'll eventually come to face with FOUR end bosses, one at a time, throughout the floor! Be sure that your health is as high as possible and your ammo well stocked before you take these end bosses on, if you can prepare. They do have a knack of coming up on you suddenly, but they each yell out a distinguishable warning to let you know they're on to you! Here they are, in order of appearance:

Hans Grosse - This once-human mutant is larger than anything you've met up to now. If I recall, other than being heavily armored, he only (only??) wields his multi-knived hands. A continuous blast from the chaingun will eventually bring him down. Stay as far away from him as possible while firing; and don't stop! I believe this boss will always attack from the front (but I'm not positive!).

Trans Grosse - Hans' big brother! I think Trans Grosse has either a machine gun or a chaingun in his chest. Regardless of what weapons available to him, he's tougher than his "little" brother! If you have the opportunity and a full supply of bullets, the chaingun will usually stop this end boss. However, I've found that the flame thrower works better, and quicker.

Dr. Schabbs - What I remember about this nasty is that he's responsible for all of the mutants that you've faced so far, and in the future, including the end bosses. To get to Dr. Schabbs, you must first face his horde of mutants. If they don't get you, you can be

sure that he'll come after you to avenge the loss of his beloved mutants! I don't recall his armament as I was fortunate enough to finish him off from a distance from the friendly cover of an open doorway! He's armed somehow as I did take a lot of health point hits!

The Ubermutant - The mutants that you've met up to now were child's play! This is one heck of a mutant with multiple arms wielding razor sharp blades AND a chaingun in his chest! He'll attack from any direction; and even double back and attack from another. You'll probably have little time to plan a strategy, so hit and run and hit hard with everything you've got!

Death Knight - I found this end boss to be the most difficult; or I wasn't as prepared as I might have liked! Like his predecessors, he's another fully-armed super mutant. What's worse, he's armed with a chest of never-ending rockets! Like the Ubermutant before him, he'll attack from all sides and he's sneaky! Stay out of his line of fire (as if you'll need to be told!) and fire, run, and repeat the process until he's destroyed. Make sure that your health points is AT LEAST 100, if not higher; and that you have plenty of firepower (preferably the flame thrower).

MechaHitler - Okay, from pictures in our history books, Hitler didn't appear to be all that scary by looking at him. It appears that he had Dr. Schabbs provide him with some super steroids or Hitler worked out while hiding in his bunker!! This end boss is merciless, and "doubly" so!! If you can, plan a strategy before taking him on. You'll find him in a room behind locked doors, to your advantage. Make sure your health is at the max, or more, and that your weapons are fully armed! MechaHitler is aptly named - he's fully armored, and armed! The room that he's located is wide-open, so attack and run as far away and as quickly as possible while continuing to shoot (that means running backwards, so know where the walls are!). If your health and ammo is really low, head out through a locked BLUE door (remembering that the end bosses only have gold keys!) and re-arm and find some first aid kits to re-build your health. Go back for more! Now here's the scary part (whaddaya mean "scary" - what was this up to now?!). Kill MechaHitler and all that happens is you've killed off the armored Hitler, his armor is gone but you're then faced with a tough "regular" Hitler!! You may need to repeat the hit and run tactics that worked earlier to defeat this one also. Fortunately, he's a "little" easier to defeat than his mechanized former self!

If all this sounds fun (and it is!), how do you play you're asking? Obviously, there's more to the game than each of the things I've described above. You need to combine all of this knowledge in order to defeat the enemies that you encounter, but you have to find them all first, and then escape.

As mentioned earlier, you start out on each mission (Level) on the first floor. There are AT LEAST 3 floors per Level. You'll need to move about each floor, searching out for weapons, ammo, treasure, and keys. Along the way, expect to find at least one enemy per room. Some rooms are empty and some have many enemies that need to be killed before you can progress, or retreat. Sooner or later, though, you may have to go back and defeat these enemies to move ahead; they have a penchant to see you out if you leave them alone! You'll more than likely have to find every room to find your way to the last room which contains a secret elevator to take you down to the next floor. To accomplish this task, you may need to find a secret room or passage to

get to another room or find a much-needed item to survive. Every floor has AT LEAST one secret door, some with over ten! Remember that you'll have to kill the end boss to successfully complete your mission; however, this may not always be true for every Level. Making your way through each level will get you a "score" telling you the percentage of the enemy killed, treasure found, and secret doors located. You'll also be told how much time you used to complete the floor and the "par" time necessary for doing it. Some of these times are in seconds! Completing a level will bring you back to the President for a briefing on your next mission. When you start the next floor, or mission, you'll retain whatever levels you ended the previous floor or mission with - health points, weapons, and ammo. Any keys that you may have had are gone. You may need to build up health and ammo before progressing too deeply into the next floor, so do so.

At the end of this review, I'll summarize my reactions to the game and provide some useful tips. I'll also summarize my complaints as well as my good points. Before I do that, let me rate the game's attributes.

Graphics:	9.5
Sound FX/Music:	7.5
Control:	8.5
Manual:	8.0
Entertainment:	8.0
Reviewer's Overall:	8.5

Reviewer's quick ratings comments - summation.

I consider Wolf 3D one of the best efforts yet to come. The graphics were superb. Every item looked realistic, right down to the potted plants! You could barely discern a pixel unless you looked at an item so closely that it was right in front of your nose. The tapestries and pictures of Hitler, the Third Reich symbols, etc. were very well done. Every time that you killed one of your enemies, you could see some blood spurt from the wounds, but you'd have to be fairly close to see it. My only complaints were that each of the enemies, except for the end bosses, looked and reacted identically. Even the dogs all looked identical in size and coloration. They all died the same, either falling right or left. However, all victims of Blazkowicz did react realistically when hit by various weapons; being knocked off their feet or clutching their chests in agony. Gruesome, but fun! The end bosses looked great, if you had the time to really look at them! As I mentioned during my weapons descriptions, each weapon looked great and when the were fired, the effects were really nice.

I wasn't overly impressed with the music and it got on my nerves early on and I toggled it off. Otherwise, my rating for the music and sound effects would have been higher. The sound effects were excellent. By themselves, a definite 10! Firing each weapon gave off its own distinctive sound, and a realistic one at that. Turning up the volume for the sound effects enhanced the quality and effect. Your victims winced, groaned and screamed in agony when hit. Even the dogs "whelped" when hit! The guards shouted distinctive warnings as you approached; and the dogs barked. The best sound effect comes when the end bosses realize you're near; they shout their own personal welcome of doom! The doors opening and closing resounding with a realistic clang. For those doors requiring a key to open, you heard a distinctive click as the door unlocked and opened. If you tried to

open a door without the key, you were met with a disappointing clunk telling you this door isn't going to open!

Using the joypad to control your movements was quite good. It does take some practice to move about, especially if you want to move fast. But overall, it became almost second nature.

The manual was quite good, for a change. It gave you a good summation of the players and various items throughout the game. I think the only item that it missed was the dog food, perhaps intentionally! The enclosed diagrams gave you a good idea of what the screens would look like getting started. The manual even comes with a few helpful hints to get you started, including a vague tip on how to find a secret room (something not mentioned anywhere else in the manual). Each mission is laid out briefly although it's obvious what you need to do after the first few meetings with the enemy!

Overall entertainment was excellent. You were rarely bored and always on your toes. You never know what to expect at every turn, or behind the next door. There is always something to keep the adrenaline pumping, especially on the end boss floors!

My overall rating was high because I found all aspects of gameplay to be fun. This was a game that I wanted to keep playing until I finished it. Fortunately, I was on vacation (and still am) when I received the game. The first night I was playing until 4:00 a.m. before I took a break and realized what time it was. I've played it often enough to beat the game in both the easy and normal modes. I'm ready for extra and total carnage next! I'm also getting better at reacting to a hidden enemy rather than panicking the first few times. However, I'm still not proficient enough to make it through the game without being killed. I actually like that because it tells me that the game is challenging enough to keep me wanting to come back for another round.

Let me give you some general helpful hints, in addition to some I provided earlier during my description of the weapons and enemies. I'll then describe those things that I didn't like or thought could be improved.

Use the map function often! You cannot be attacked while in map mode, so feel free to use it at any time. Always remember that the map will only show you those parts of the floor plan that you as the player have seen. If you open a door and look straight ahead, all that you'll see when you look at the map is those parts of the room ahead that you can see while looking through the door. This may mean you'll only see a portion of a wall and an impression that a room will veer off in a particular direction. What I try to do is look in every direction so that part of the floor will appear on my map. If I have to stand in the middle of a room and spin around in a circle to take in the room, I'll do it. Also, the map will show you where you've been and will likely give you an idea of where you need to go or show you where you haven't explored yet. It also helps you to find your way as these rooms are all laid out differently. The map looks almost identical to the rooms that you pass along the way. If you're in a room where the walls are all stone, you'll see the same design on the map, including the different colored blocks of stone. A wooden wall in a room will look like a wooden wall on the map, and so forth. Even the pictures and tapestries are defined on the map in the exact location as you see them during gameplay!

Don't just burst into a room or beyond a protruding wall or corner; you never know what awaits you on the other side! Be cautious. When you come to a corner, move in such a way so you can see if there's an enemy soldier around the corner. See an alcove along the wall? There could be someone waiting for you in it! Before opening a door, or before you go through a door, fire a shot or two into the room. Usually, but not always, you'll get a resounding yell as an answer telling you someone is waiting for you to enter the room. Be warned, a soldier or mutant can be waiting for you as soon as you walk into a room, so be prepared to turn quickly and fire. Sometimes firing a shot outside of a room will give you an indication of what, or who is waiting on the other side of the door. Don't stand in an open doorway for too long, especially right inside of a door; it will close behind you and you'll need to turn around to open the door again. However, if you open a door, remember that you can close it again. Also worth noting is the fact that except for the key doors, you're enemies can open doors also; and sometimes there is more than one door to the same room. I've been in situations where I'm battling enemies from one doorway and all of the sudden I was attacked from the side or rear by soldiers coming out of the door(s)! In those instances in which you feel there's more than one door, stand back in such a way that you can see the other door and potential attackers.

The flame throwers and rocket launchers are the most effective weapons to take out many enemies in a room; as well as the end bosses. The chaingun is great for the early levels or one or two enemies, especially in the easy or normal difficulty levels. However, both of these weapons have a maximum of 99 shots and ammo isn't as readily available as bullets. Also, the flame thrower uses 2 blasts for every shot, so it's used up quicker than the rocket launcher. However, it's easier to use than the rocket launcher.

It doesn't take much for your health points to be depleted rapidly. You can't take a lot of hits before being killed. If you take some hits, either retreat quickly or finish off your attackers quickly without being hit again. It's usually better to retreat and lick your wounds before going back into a room to finish the job. Remember where you've found the first aid kits and meals - you'll definitely need to go back for them many times. Each health pack gives you 25 health points, so use sparingly. Remember that treasure items can boost your health beyond 100 points; this comes in very handy when dealing with the end bosses!

Try to shoot from a distance. It may cost you more ammo, but you'll last longer than dealing with your enemies close up. The closer that you are to your enemies, the more susceptible to damage you'll be. Don't get trapped in a corner if you can help it!

Every time you start a new floor, save your game. The manual doesn't go into this much, but you'll only need to save your game once per floor. I'll go into this more below as it's one of my complaints.

Secret doors are usually in a corner, an alcove, or behind a picture. However, this is not always the case. To find a secret passage, you must stand right up against the wall or picture and push the open/strafe fire button. If there's a secret door, you'll hear and see it open. Holding down the open/strafe button and "sliding" along the wall will not have an effect, unfortunately.

There are also some cheats available, but I won't add them in this review. If you get too discouraged, drop me a message and I'll relay the following tips to you. I also have the location of every secret passage. The cheats and secret moves available are:

God mode, or invincibility. Even the B.J. icon on your screen now has a halo around his head!

Unlimited weapons and ammo! Instantaneously have the chaingun, flame thrower, and rocket launcher - all with 999 rounds of ammo each. Invoking this cheat also moves you to 100 health points, even if you have just found and used a 200-point icon! You'll also have both keys now. Watch out what happens if you invoked this unlimited ammo cheat and subsequently pick up a gas can or box of rockets! There is no limit to the number of times that you can invoke this cheat.

Re-start the same floor. Missed something and would like the opportunity to return to the floor you just played - here's your chance.

Floor/mission select. Select a mission and floor to play. You can use this one to find the two secret floors that are only found otherwise via secret doors.

Skip a floor. This one is self-explanatory!

TIC: HUD. I haven't tried this one yet, but it supposedly describes some inner workings of the game. I should look at this one to actually see what happens.

Select music. You can actually select the song you want to hear with this "cheat" if you care to try it. I didn't care for the music that much, so no big deal here!

Those are the ones I've come across so far - there may be others. If you come across any others. please pass them along to me privately.

There were a number of things that I didn't like about the game but they certainly won't keep me from playing it more. First of all, I was disappointed with the save functions of the game. The save function is extremely limited. If you save a game, you'd expect to be able to re-start at the same spot as you saved. Sorry, but it doesn't work that way. If you save a game and then go to restore, you'll be at the start of that floor again. This means that you'll have to re-play the entire floor again. The good part is that your saved health points, weapons and ammo, and available keys will still be there.

Another thing that I didn't like was the fact you can't sneak up on the enemy (except in those rare instances when you can see one hiding in an alcove and you send a well-aimed flame blast or rocket into the alcove). Every time you encounter an enemy, he's facing you and attacks. This means he can sneak up on you from the side or the rear; you can't do the same. Also, the enemy always knows where you are; they home in on you with extreme accuracy. The only benefit to this is you can sit and wait for them if you have the patience! From what I understand, the PC version of the game allows you to sneak up on the enemy and surprise them.

You cannot open a door unless you're facing it. This means while you turn around and fumble for the open fire button, the enemy is shooting at you relentlessly. It's be nice to be able to open a door

no choice. You must evolve and move on in the world.

You start on the ledge of a cliff that overlooks one of the many valleys. You see where you need to get to so you plan your strategy of how to get there. You will most likely start at a lower level of the mountain and then move up to an upper level or vice versa. You are given some brief instructions of how to get to your destination. You are also given a list of items that can help. Part of your instructions include how to jump and throw. The list of items you can use include fire and a spear. If you lose your spear, you are out of luck. Unless of course, there are several spears available to you. But it is wise to be very careful when using a spear. In fact, you need to forget that you lived in the future for some things. You are spoiled and have most likely taken things for granted (the curse of the 90's).

Some of the members of your party may lose their lives in the process of evolving. Since you cannot run and jump between ledges, some people in your party may forget to use their spear and exercise their braveness. It results in a loss of life. You will also encounter the hungry T-Rex, who must be killed with a spear in order for you to pursue your goal. You find you must get good at killing the T-Rex as he may require more hits with a spear. You learn that he doesn't like fire, but the fire can't hurt him. It only scares him.

In your journey towards evolving, you will need the help of others in your party. The help you will get is in the form of their body to stand on. As a kid, you remembered how you and your friends would help each other climb trees. The same concept applies here. You start with one of your partners, you get another partner to climb up on top of him. And the process continues until you can reach the level where you need to go. Once you reach the desired level, you may have to leave some of the other behind. But that's ok. Once you reach your destination, they will follow.

As you progress from level to level, you find that the process of evolving gets harder and harder. And you find that your day to reach your destination varies a lot, making it longer or shorter than you expected. Of course, you are always delighted when you have more time in a day to finish your tasks. You are learning more and more and becoming smarter in the primeval state you are in. You really start appreciating all of life's smaller luxuries you were so used to in the future.

There will be a few times that you will run into a witch doctor. These creatures will either help you or hurt you and it's up to you to know the difference. You need to do things right to make sure they will help you. If instructions are not followed properly, then you will be wasted. When you need to stack people to get to a different level, a converted witch doctor will help.

While it appears that you would tire easily, you get some rest on occasions. During your instructions briefing, you will have a chance to rest. It seems shorter than it really is, but at least it's a rest. There are no 7-11's to stop at and you can't just sit down at a fine eatery and pig out. You fight for your food. Although, you don't see this, it is obvious that you do eat to regain your energy for the next adventure.

Your goal is evolution. And you have friends to help you. But it's

not easy. If you don't make it, then you get to watch the animals run off with the greatest luxury of life - the automobile. If you make it, then you get to celebrate and live the life that you remembered from the future. You will go down in history as the Dino Dude who helped your race evolve. What a proud title to carry for millions of years.

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> Jaguar Easter Eggs/Cheats/Hints STR InfoFile Solving Those Riddles!
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We're still putting together all of the hints, tips, and cheats together into one big package. However, we will not be releasing that information in one lump sum; we don't want to take away from anyone's enjoyment. However, we will be offering various tips, etc. - a few at a time to help you out! We have tips and help for all current games, except for Brutal Sports Football (and that will come too!). If you're desperate for help, please drop us a line (dpj@delphi.com will get me) and we'll be glad to try to help you past those rough spots!

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> Video Games Ratings! STR Opinion! - Is Government Going Too Far?!
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An STReport Editorial

Whatever happened to personal responsibility? I really would like to know. More specifically, what has happened to the concept that parents raise their children and teach them responsible behavior; from knowing right from wrong - reality versus fantasy?

There's an ongoing campaign forcing video game makers to rate video games in an effort to protect children (?) from violence in games. Who's behind this campaign? The government. The same body of legislators who seem to always be behind some legislation to protect us from ourselves!

Sure, violence, especially today, is something to be concerned about. But we're not talking about real-life portrayals of violence such as television or movies - but GAMES. Fiction, fantasy, make-believe, comic book, and whatever else you want to call it - it's not real. We do know the difference.

So why is the government making a stink? Too many complaints from parents who unwittingly bought games for their kids which turned out too violent? Government thinking that they know more about being parents than those not in government? Advocates of political correctness in all phases of life? In my opinion, government is infringing on too many facets of life to my liking.

When I was a youngster, I was taught to know right from wrong. I was also taught what was real and what was make-believe. Like most kids, I was no angel but at least I knew the differences. I didn't learn this stuff from television, but from my parents. That learning

was re-enforced by other parents, and teachers to some degree.

When I was a kid, we used our imagination to have a good time. If we weren't lucky to have a toy gun, we'd use a stick and pretend it was a rifle or whatnot. We played "army" and "cowboys and indian" and "cops and robbers." It was fantasy, but fun. We didn't even consider the possibility of using real guns and making it real!

Nothing has changed from then to now except that toys have taken on a more realistic appearance. However, they are still toys. What has changed is what appears to be the failure of some parents to take the time to teach their children the differences between reality and fantasy. They've "allowed" their children to grow up learning from television and the widescreen. They've allowed their children to be taught by other means other than themselves. Excuses such as being a single parent or both parents are working, etc. just aren't good enough when it comes down to raising children.

What it has boiled down to is the problem that parents have allowed their children to grow up by their own means. And since this hasn't worked (obviously), the government in its well-intentioned methods, is trying to create standards to correct the mistakes made by the lack of parenthood. However, in doing so, government is slowly cutting away at those things that it is supposedly to represent: personal freedoms. This, in my opinion, is wrong.

There has been an ongoing discussion of this topic online in recent weeks. Here are just a few of the opinions expressed during these discussions; the majority taken from Compuserve (names omitted).

Since this is an issue that seems so hot on the minds of others, I guess I should put in my two cents.

I am one of those that does not believe in restricting the games at all, and probably for a different reason than a lot of people. I don't mind the trouble of having to enter a password in every time I want to play. But, I feel that it the responsibility of the parents and only the parents to regulate what their kids see and don't see. That is one reason I kinda like the rating system on the Nintendo carts (although this really doesn't work). If a parent doesn't want their kids seeing a certain thing, they should go to the trouble (not much though) to find those things that are objectionable, and deny it to their kids. It isn't that hard if the parents are willing to put a little effort into it.

>> I agree fully. I have never seen so many people willing to let government, or quasi-governmental agencies take over their lives. It is time to take responsibility for ourselves. And that does include parents making sure their kids do not get what they do not want them to have.<<

>It's time for parents to assume their roles _as_ parents. I think it's time for a pro-parenting movement! <

PMFJI, ... The real underlying problem began decades ago in the late sixties.... It is really a very basic and sinister situation. The

Government, in its infinite wisdom, has been and is forcing the destruction of the Family as we know it, as our fathers knew it and as their fathers knew it. Of all the families you or anyone reading this is familiar with, how many of those families can boast of the mother being home full time thoroughly involved in the role of mother and housewife? It is perhaps the greatest calling of all (Mother & Housewife).

Yet the US Government encourages the "going to business" of mothers and housewives. It is a proven fact that a mother exerts much more influence over the behavior and learning habits of children than the father or, at least it used to be that way. Now, its the counselor at the day care center, then the grade school teacher and so forth. Or in the very worst scenario, the child's peers.

The Government is already telling us where to live, how to live, what our children shall be taught in school, how they shall be taught and by whom they shall be taught. The government deftly controls what we do for a living, how much we may keep of what we earn, how and where we may practice our religion, what medicines we may and may not use, what foods we may or may not obtain, how our vehicles run, what is or is not "good" for us and on and on ad nauseam. An ugly, gargantuan Orwell is already here, brutally here! But very cunningly and expertly disguised.

The Government, by allowing tax incentives for day care and for companies providing day care for their employees, is promoting the minimizing of the mother's role in the rearing of children. The Family is, without question, the basic most solid building block of mankind's social structure yet this government of ours sees fit to slowly erode that tenet. The family, at the government's hands is soon to become nothing more than a Rockwell picture from the past. The "Wonderful, Benevolent all seeing and all knowing US Federal Government WANTS control of you and yours from the womb to the tomb. That.. my friends is the bottom line. Until we, as an electorate, wake up and take action to control our lives and our ultimate destiny, we are condemned to live a "planned" existence. It's time we TOLD our elected representatives to get off their collective rumps and start to represent us..not resent us. George Orwell's Big Brother story was mild compared to what's happening at this time. Take a look around you. There was a time when the citizens of this country could boast of the very greatest of civil rights, schools, medical care, infant survival and senior citizen comforts. Those have all gone the way of the dinosaur.. they're extinct! I don't have to tell you what the Founding Fathers of this nation would be doing right now if they were here.

Good points xxxxxx, but let me add to it by saying for me it wasn't only my mother but also my father that taught me right from wrong. The fear of 'the board of education' across my behind is what kept me straight. I'm not talking about abuse, I'm talking about discipline and respect. It doesn't exist in most homes nowadays.

You're right; however, the real problem is that too many parents just _aren't_ doing what they should. The system isn't working anymore and that's when governments step in. I'm certainly not for government taking control over everything, but the alternatives aren't happening and things are getting worse. So are we just supposed to live in our

protected environments while the rest of the country eats itself. That's irresponsible. Just because I live in a decent non-violent neighborhood doesn't mean that I shouldn't have to do something to stop violence. If it isn't a joint effort there are only 2 options. Either it continues to get worse or the government steps in. And let's not be so naive as to not realize that some areas of this country are close to martial law. It's coming and it isn't gonna set right with either side.

<< I don't have to tell you what the Founding Fathers of this nation would be doing right now if they were here. >>

[Standing on my soap box]

Does the year 1773 (Boston Tea Party) and 1776 (Independence) ring a bell. Our Founding Fathers would be the first to start a revolution! Of course, I am not advocating this drastic action; but I am agreeing that we should be very involved in our nations/states politics. We have all seen our Bill Of Rights eroded right before our eyes. How many of us are crying in favor of gun control, censorship, evasion of privacy with government having electronic access to all of our records (medical, financial, personal mail, etc), freedom of religion (Waco, TX), unlawful search and seizure (started with drug war), loss of "innocent until proven guilty" (drug war and child abuse), etc. And now we are turning our health care system over to the government as well!

Our government, as invisioned by our Founding Fathers was to be as little government as possible. It was mainly the state governments that wrote the laws and governed the people; and again it was mainly up to the local governments and family to keep society functioning. The family played a large role in American society. Most of our social problems now are a result of declining family unity and structure. Now the government even dictates how we should raise our children! And they are asking us to give up even more freedom on a daily basis. I am actually afraid for the future of our country. And as we grow closer to a world government, it appears that our world government will be very "Orwellian" indeed.

[Stepping down from my soap box.]

Being a family man myself, I think it's important that the family take back what is rightfully theirs - the ability to govern all family matters without worrying about governments to screw it up.

You're right and I agree. I don't really want the government mandating what parents should be doing. But the simple fact is that at this point the situation is so grave that who knows if it can be fixed. Simply asking people not to have kids if they can't/won't raise them right isn't going to work. And trying to get non-disciplinarians to suddenly turn to discipline won't happen either. My point was that if people aren't willing to do what is necessary to REMAIN ALIVE and have a decent place to live then they don't really deserve the rights that they're clamoring for. There's just too much worrying about who's telling who what they can and can't do and not enough people looking at what it is they're doing that's wrong!

more than that; it certainly isn't magical, like my ST.

Every so often I look at the stack of boxes in the corner of the room labeled "ST stuff" and think, I ought to sell it or give it away. But then I think, "If I sell it, I wouldn't get much money for it and it will probably end up with someone who doesn't care about it, someone who looks at Atari computers with scorn and contempt. Probably as some snot-nosed college students word processor."

Yes, I know it's only a computer; it can't really be "abused" or "neglected." What I just can't stand is the thought of it belonging to someone who doesn't appreciate it in the least. Neurotic perhaps, but there it is.

And of course, I just don't want to let it go. So I put the thought of selling it out of my head one more time...

What I really want is to find a use for it! I thought that perhaps my wife could use it--she plays piano/keyboard and wants to get into MIDI...wants to be able to hook a computer up to her keyboard and play music, and have the computer transcribe what she plays into standard musical notation, suitable for editing and printing (my windows machine doesn't "do" sound, one of its many weaknesses). I know the ST does MIDI well (though I never used it for that myself) ...but mine is a real old one, with an old version of TOS, single-sided floppies, no HD and only 512k mem. I don't know if there is any decent MIDI software it can handle without serious upgrading, and unfortunately, I can't afford to throw much money at it (wish I could).

Anybody out there have any ideas, comments, suggestions? I'm at a loss."

Brian Gockley of ST Informer and The Connecticut AtariFest tells Bernard:

"There are quite a few music programs that will work well on that 520, EditTrak comes to mind right away. There's a fellow named Mike Mortilla that is here online that is a dedicated user that can tell you more, and the programmer is here also.

P.S. You can probably pick up a 2nd had copy of EdiTrak for less than \$200 if you look around."

Rob Rasmussen tells Brian (and Bernard):

"Actually, a brand new EditTrack Platinum (newest version) can be had for \$99.95. Binary Sounds has taken over Barefoot's MIDI software and have reduced prices. EditTrack Gold is now \$59.95."

Peter Joseph asks Rob:

"Are you saying that Stefan is no longer supporting his terrific software? I have the SMPTEtrack pro bundle and I like the idea of being able to come here and talk to Stefan directly about it. What a bummer. Let me/us know what gives on this situation."

Peter then tells Bernard:

"First of all, don't feel alone 'cause you've got plenty of company. We all have had a loving relationship :) with our trusty ol' Ataris. Times change however and unfortunately Atari didn't change with them so

we're all stuck with lovable but old orphans.

I have been in the same boat for years. I just recently took the plunge after many months of research and bought a PC. I wanted to make sure I got one that could sufficiently replace the Atari so I went the whole 9 yards and got a Pentium based machine with all the fixins. I must admit it's quite impressive and I think it will more than replace the Atari. And, although Atari has had the leading edge for many years where MIDI is concerned it just isn't that way anymore; it's obvious to me now that the PC will do that nicely too. All these things come at a price though. But I paid the price and now I have a system that will be supported and upgraded for years to come.

I have a MegaST4 that I have been using for MIDI and other things for several years. As far as your system goes, I'll point this out. With less than 1 meg of ram you will be hard pressed to even load any decent MIDI software much less do anything with it if it does load. MIDI recording uses a lot of ram and disk space (hard drive essential). So you see, even though the ST has the benefit of having MIDI built in, with the latest software 1 meg is a push and any less is about impossible. Sorry to have to drop this on you. I've got both the Mega and the PC sitting here and I plan to keep it that way for a while anyway. I also have a 1040ST sitting in a box as well. You're right about how hard it is to give up on such a trusty friend."

Ethan Mings joins in and tells Peter:

"I too have an Atari Mega sitting in a box. An Atari Mega St with 4 Mg of ram up and running (I'm typing this message on it). BUT, I purchased a 486 with all the 'fixins' last fall due to the need for current software in both data base and statistics. I'm sorry to say, Atari just doesn't have the software to keep up with the times. On the other hand, my DOS/Windows machine will never have the ease and greatness of GEM when working with software.

In a nutshell, I don't know who the folks are at ATARI but they sure aren't the wisest in understanding the market place. Somehow, I don't think they took Micro-Economics 101. (The lecture on profit, services and long run competitive advantage)."

Henry Rapoport tells Bernard:

"Do what I do, use it as a terminal and a machine to fiddle around with for programming. It's a heck of a lot easier to deal with AES and VDI and GEMDOS calls even from ST BASIC than to try deal with Windows or OS/2 or even (I know someone will say something) Amiga Workbench/Dos whatever. It's relatively simple to program, and there are fewer and fewer machines that you can say that for. I still even use my 1200XL for the same thing, although I do play a lot of games on it still...."

Anthony Catanzar asks:

"Does anyone remember how to load a basic program from the disk drive on an Atari 800. I just took mine out of the closet to see what I wrote 15 years ago and can't remember..."

Sysop Bill Aycock tells Anthony:

"How about LOAD "D:PROG.BAS" for a first try? Been awhile for me, too! Remember that the main 8-bit support area is in GO ATARIGAM --

the folks there will be able to jog your memory as much as necessary!"

Richard Watt asks:

"Is there a fast way of finding out whether a desk accessory is loaded or not?"

I have a routine to do this, but it is slow and I have to restrict it to certain RAM areas. I would like to be able to detect Harlekin so that I can adjust the screen sizes to avoid the clock as it looks messy. Also, perhaps to read the internal config. to see if the clock is active or not."

Sysop Jim Ness tells Richard:

"Yes, there is a GEM call to search for open apps via their file name (no extender). In early TOS, that means you can search for ACCs. In MultiTOS, it means you can also search for multitasking programs.

I'm on the road, unfortunately, and can't remember the name of the call. shel_read, maybe?"

Carl Barron adds:

"The aes call is appl_find(char *name); /* name is left justified space padded if nec. */"

Now, I have no idea what any of that means, folks. So I'll just take their word for it.

Ben Slade sends up an S.O.S.:

"Help! I seem to be having a great deal of trouble with my 1040 STe (TOS 1.06). Firstly, often when I exit from a program, the drive windows open in the wrong places and I lose a window (I can only open 3 windows instead of 4). Eventually it bombs and resets the computer. Also it messed up the directory of one of my temp folders. Does anyone have any idea what might be wrong? It is a known virus? Is it problems with the computer or hard disc? Help..."

Sysop Bob Retelle tells Ben:

"The symptoms you describe sound somewhat familiar.. I've never encountered those problems myself, but I think I remember someone else posting a message describing a similar problem..."

If I recall correctly, the answer was to delete the DESKTOP.INF file from the root directory of the hard drive, then set up the desktop the way you like it and re-save it again.

Apparently if the DESKTOP.INF file becomes corrupted, it can cause all kinds of grief, similar to what you've been seeing.

(By the way, even though this isn't likely to be a problem with a virus, it's a good idea to use a virus scanner on your system regularly.. if something does appear, you'll have a lot better chance of catching it before it really causes trouble...)"

Andrew Duncan asks:

"Can anyone give me advice on hard discs? I've got an old 1040STFM, and recently come across a Rodime SCSI disc, type R0652 02C. Can I simply get a 50 pin SCSI cable, rig up a 12v & 5v power supply, & get going? Or is that too simple (grin).

Any help would be appreciated."

Kris Gasteiger tells Andrew:

"I don't know anything about the Rodime hard drives, but if they're scsi, then all you should need beyond what you listed, is a scsi host adapter, and hard drive software. I reccomend the ICD Link, and ICD SCSI Pro software.

The link plugs into the cable between the drive and the computer, so hooking the drive up to a computer with a SCSI port is as simple as removing the Link from the cable.

The ICD SCSI PRO software includes the hard disk driver, and a suite of very sweet tools for maintaining your drive.

You should be able to find these at your "local ATARI dealer", lacking one of those, try:

TOAD Computers
570 Governor Ritchie Highway
Severna Park, MD 21146-2925

410-544-6943 (Info)
800-448-8623 (orders)"

Ian Fleming posts this sad note:

"I'm afraid I have finally decided to move on from the Atari. Mainly because my wife has bought a Mac set up for Freelance DTP work. I should like to thank all the people on the CIS Atari Forums for their help and friendliness over the past few years. I shall not slag off Atari because the Machines are good and the software is much better value for money than the Mac."

From the Palmtop Forums
=====

Andrew Hradesky asks:

"I am in the market to buy a Portfolio which was/is manufactured by Atari. My current notebook is unrealistic for my job needs (Laser PC-4). It is great for school and note taking but clumsy as a PIM. My Cambridge Z88 died last year and the cost of repair is too much. Is it possible to purchase Portfolios with more than the installed 128K RAM? The one I owned several years ago had a 512K card (beta Atari version) which was also clumsy. Has the portfolio's PCMCIA port been redesigned for current standards?"

Sysop Ron Luks tells Andrew:

"The Portfolio sold by Atari today is the same unit from, 1988. Same 128k with 3rd party upgrades available at additional cost. The Atari's

card slot is not PCMCIA standard."

On the subject of "Pentops", the amazing little computers that you write on instead of keyboard entry, Paul Reder asks about the Casio Z-7000:

"I am "in-the-market" for a Z-7000. I love the idea of going online with it. I am an America Online user as well as CompuServe. Will the Z-7000 support CompuServe someday? Is there a unit out besides the Z-7000 that supports CompuServe?

Also, I am interested to find out where the best place to purchase my unit would be. Is there a mall merchant here online that is offering good prices?

Also, where is the best place to purchase all the accessories?

I can't wait to hear all about this product and can't wait to try it for myself."

Sysop Ron Luks tells Paul:

"Yes, the Z-7000 will support CompuServe. CIS has a GEOS app available (\$10 charge to download the program but you get a \$10 usage credit, so essentially, its free)."

Paul asks Ron:

"Can you get full access to compuserve including CB features??? I know that AOL is very limited. If it can support a full version of CompuServe I'm sold!!"

Ron tells Paul:

"Unfortunately, the access to CIS via their GEOS interfaced is limited similarly to the AOL interface. I campaigned hard for full system access, but it was too late in the development stages to get this."

Sysop Marty Mankins adds:

"Full access would be nice, but at least they have e-mail and a few other often used CIS options on this version.

It would have been nice to include at least this forum, where the support for the Zoomer is."

Doug Miller posts his "Notes From the Road":

"I'm just back from a few days on the road, and knowing that Lloyd at least occasionally likes to hear things from a user perspective, I thought I might give report a bit on how I used my Z-PDA this trip. This might also be interesting information for new users/potential users, to let you know a little more what the capabilities of the Zoomer are.

Two things made this trip a bit unusual: first, it was the first opportunity my partner and I had to get together for an extended period of time since he bought his Zoomer, and we intended to do some much needed strategic planning for our business. So with both Zoomers in tow, we set out for Grand Rapids, MI, from Indianapolis.

Along the way, we held some pretty heavy duty discussions about our business directions. He drove, I scrawled notes in PowerInk on my Z. The trip is about four hours, and by the time we'd arrived, I'd filled about ten notebook pages. I had also received three or four articles from Reuters on my EMBARC Newscard. These were principally market close updates. During our discussion I pulled up an article on Videoconferencing that I had saved about a week ago, it significantly figured in our discussions for about an hour. Halfway there we stopped for gas and I bought a drink and some snacks; I logged the expense in Pocket Quicken.

It turned out that my partner had actually booked us in a fishing lodge in Holland, MI, rather than a proper hotel. It seems that he and a girlfriend had stolen away there one weekend when he was an undergrad. To my mind, the most significant feature was the lack of a phone in the room. After a momentary panic, my EMBARC card chimed, and I relaxed; I was still connected.<g> That night we continued our discussions after we used the IR link to transfer the notes I had taken into his Zoomer.

Early the next morning we drove into Grand Rapids to meet with a potential client. Along the way I read him the morning news and business news items, including the Asian market close, off of EMBARC. During the meeting, we both took notes on our Z-PDA's. The client was impressed, both with our services and with our Zoomers. We were asked for a proposal. The client was suitably blown away when we used the IR port to trade our notes at the end of the meeting.

After the meeting, we checked out of good old Ed and Bertha's Fishin' Shack, and headed for a hotel, where I used the Z-PDA and a pay phone to log on to CIS and AOL to check e-mail. After that, we walked out on to the beach, and continued our strategic discussions and Zoomer note taking on the shores of Lake Michigan, just like the AT&T commercial. During a late lunch in St. Joseph, MI, we again traded notes over the IR Link.

The drive back was similar to the drive up, and by the time we were back, we'd generated over twenty pages of notes to make up our strategic plan for the next twelve months, as well as several pages of notes from our meeting in the morning. Oh, we also stopped at a roadside stand where I bought a quart of fresh blueberries and 4 apricots; expense logged in Pocket Quicken.

That night, I realized that my partner hadn't taken the last few pages of notes we'd taken. I copied the entire notebook to my PC via PalmConnect, copied the necessary pages into a new notebook, and sent the whole thing to him via MS-Mail using CIS as a mail hub.

All in all, it was a successful trip, and a great acid test for the Z-PDA in field service for general business tasks. If anyone else is doing creative things in the field with their Z-PDA, I'd sure like to hear them, so I can incorporate them into our operations!"

Sysop Lloyd Wasser tells Doug:

"Thank you! I don't think anyone could have said it better - being able to "hear" about your trip and actually understanding how the Zoomer proved useful was very rewarding for me; I really liked the fact that you used a variety of tools with it, including the CIS software and the new pager.

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